



URBAN ~~A~~RCANA

campaign setting™



COME FOR THE REAPING

BY RICH REDMAN



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CREDITS

Editing: Tammie Webb Ryan
Creative Direction: Stan!
Proofreading: Charles Ryan, Vincent Szopa
Art Direction: Stan!
Character Sheet Design: Charles Ryan
Layout and Typesetting: Marc Schmalz
Front & Back Cover Design: Marc Schmalz
Cover Artist: Clarence Harrison
Cartography: Christopher West
Interior Artists: Clarence Harrison, Arthur Crawford, and Charles Ryan
Playtesting: Joseph Cottin, Ken Gallatin, Robert Hafer, Jeff Harris, Charles Prince, Jeff Quick, JoAnna Redman-Smith, Marc Schmalz, Donald Schotte, Jr., Doug Shannon, James Walden, and JD Wiker.

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Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.



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P.O. Box 1125, Renton WA 98057
www.thegamemechanics.com

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INTRODUCTION

"Good evening, ladies and gentlemen. One of our undercover agents is missing. Her assignment

was as a research scientist for a company called Ogdoad Research. O.R. is a think-tank of sorts, investigating alternative technologies. They have a reputation for extracting practical information from folklore. The agent, Amy Heseltine, checks in after work on Wednesday evenings. We haven't heard from her this week. We've discovered that the O.R. facility where Agent Heseltine works, a restored mansion in the Santa Monica Mountains, has been incommunicado since some time Wednesday night.

"It is possible that O.R. is using its treasury to keep the LAPD at bay while conducting its own investigations. Find out what's going on, and get our agent back."

—Roy Fisher, Assistant Director,
Los Angeles office of Department-7

Come for the Reaping is a *d20 Modern Roleplaying Game* adventure for 4–6 1st-level heroes set in the Santa Monica Mountains of southern California. A group of ambitious but incompetent arcane researchers made a terrible mistake a few nights ago. The heroes get to adventure through a turn-of-the-previous-century mansion infested with undead, and you get to inflict scenes from your favorite zombie horror movies on them.

The *Urban Arcana* campaign setting provides more information that may be useful for this adventure, but it is not required.

Adventure Background

The following timeline covers events leading up to the adventure, which takes place on Thursday, December 5th. The numbers in parentheses indicate the encounter areas where the listed action occurred.

Wednesday, December 4th, 2002

2333 Hours: The staff of the Aguas Mansion facility summoned a fiend to this world as part of routine experimentation. Unfortunately, their research was incomplete and riddled with errors, and the reaper (the summoned fiend) broke free.

2334 Hours: The reaper kills Ogdoad Research employees Aldo Nunez, Maggie Porter, Roscoe Maguire, Anelisa Johnson, and Elizabeth Hudson and raises them as zombies in Applications C (29), the primary ritual room for the facility.

2335 Hours: Vo Phung, an Applications Vice President, runs for primary security (21) but the reaper catches him. After Vo convinces the guards in primary security to open the door from the hallway (24), the reaper tosses him to his five former coworkers.

2340 Hours: The reaper and his zombies have killed and raised Charles Sakai, Terry Smith, Mack Mason, Red Pope, Lee Reynolds, and Danny Stanwood in primary security (21). In his office (22), Clint Castle, chief of security for the facility, bargains with the reaper, offering his expertise with the modern world and the facility's systems in return for his life. While Clint watches, the reaper raises Vo Phung.

2342 Hours: Working with Clint Castle, the reaper cuts off outside communications. The reaper then sends half of the former security guards to the Applications Department entrance (9) and the other half to the kitchen (12). The latter group remains in the kitchen, blocking the rear exit. The reaper leaves the Applications Vice Presidents in primary security, thus isolating Clint Castle. The reaper follows the zombies to the Applications Department entrance and then to the lobby (7). The reaper uses its telepathy to communicate with Clint Castle, who uses the security cameras to locate staff members. The reaper mentally directs small groups of zombies to the staff members' locations.

Amy Heseltine worked that night, trying to keep an eye on her overzealous and inexperienced staff. Exhausted, she chose to nap in one of the VP quarters (50). When she woke up, she realized she was overdue to check in with her minder at Department-7. When she couldn't get an outside line, she assumed the worst: Something had gone wrong with the experimental summoning. She tried to use her cell phone, but the battery was dead. She began barricading the entrance to her room.

Thursday, December 5, 2002

0000 Hours: The reaper controls the mansion completely. It moves through the mansion behind the former security guards, raising the dead as zombies. It takes eight zombies and moves outside. The gate guards release the guard dogs into the inner compound and the reaper kills and raises them.

Player Knowledge

In the *Urban Arcana* setting, Department-7 almost certainly knows about the Infinite Serpents and the existence of magic and strange creatures. This adventure assumes the heroes work for Department-7. They received this assignment because they have had some exposure to what lies behind everyday reality, and they are aware of the existence of monsters and magic. As GM, make sure your players are aware of the knowledge their characters bring to the game. Also make sure they understand that Department-7 operates in secret. As its agents, the heroes don't have badges or legal authority. They'll have to be both clever and discrete to handle this situation.

0001 Hours: The reaper aids the zombies in opening the gatehouses (4). They kill, and the reaper raises, Jamie Gregson, Abe Taylor, Brian Correll, and Sam Carter.

0010 Hours: All threats are in the areas outlined under encounters, below. When the adventure begins, the reaper remains in primary security. The zombies roam the mansion at will. The zombie guard dogs stalk the shadows of the inner compound in pairs. Clint Castle is in his office. Amy is hiding on the top floor. An eerie silence lies over the mansion. Elsewhere, Ogdoad Research Directors, aware that something is terribly wrong, begin using magic to divine what happened in the mansion.

1800 Hours: Roy Fisher of Department-7 briefs the heroes on the situation.

Adventure Synopsis

Heroes must get from Department-7 in downtown Los Angeles to the Aguas Mansion facility of Ogdoad Research in the Santa Monica Mountains, gain access to the facility, locate Amy Heseltine, extract her, and return her to Department-7.

Hero Hooks

This adventure assumes the heroes work for Department-7. If they don't, you'll need an alternative hook to get them involved. As the GM, you know best how to involve your players and their characters in an adventure. Use these adventure hooks as suggestions or spurs to your imagination, modifying them as necessary to make them appropriate to the characters' interests and background. Alternatives to working for Department-7 include:

- One or more of the heroes are friends or members of the Heseltine family, who call them for help.
- The heroes are agents of a wealthy do-gooder investigating Ogdoad Research, like *Charlie's Angels*.
- The heroes live in the mountains around the facility and witness something strange.
- The heroes are delivery personnel or waste management employees caught at the facility when the reaper attacks.

Gamemaster Information

This section provides you, the GM, with background on the major features of the adventure.

Reapers

Reapers are the foot soldiers among the armies of fiends. Their job is to sneak forward and create chaos through their undead spawn. It is very important to remember that while the reaper can give orders to its zombie spawn telepathically, the

zombies have no language and cannot "talk" back, nor can the reaper use a zombie's senses as a remote camera.

The process of coming to this world often invests them with strange fascinations or weaknesses. This particular reaper has a long scar that begins just above the right ear and goes over the top of its head, down its left cheek, and draws down the line of its mouth. If the reaper returns to this world in a later adventure, this unique feature will allow the heroes to recognize it.

The last time reapers roamed our world was three millennia ago. This reaper has no idea how to deal with being in a major metropolitan area such as Los Angeles. It is holed up with its zombies and its hostages inside the Aguas Mansion facility, trying to determine how to move around undetected in the modern world.

Ogdoad Research

Ogdoad Research is primarily owned by a fraternal order known as the Infinite Serpents. Several executives at the Aguas Mansion facility are members and wear gold rings resembling a snake grasping its own tail. The Infinite Serpents is a front for the ancient race of the yuan-ti.

Ogdoad Research publicly finances a great deal of archaeological and anthropological research around the world. Folk remedies led researchers to so-called "miracle plants" growing in remote regions of the world. Privately, Ogdoad Research researches arcane magic. The Aguas Mansion facility's primary focus is cataloguing summoned creatures.

Aguas Mansion

The mansion sits off Benedict Canyon Drive in the Santa Monica Mountains, near the Santa Monica Mountains National Recreation Area. It is a huge Chateausque building begun in 1901 and completed in 1903, built by a magnate from America's Industrial Revolution. It has cast-iron roof cresting and steeply pitched hipped roofs. Its stone walls are a mixture of French Renaissance and Gothic styles, and it has tall, elaborate brick chimneys. In the 1950s it was converted to a sanatorium. Ogdoad Research purchased the mansion and surrounding olive grove in 1993.

Campaign Note

This adventure assumes that the general public (excluding Ogdoad researchers, the heroes, and Department-7) has very little reliable information about magic. While the private library (27) at the Aguas Mansion is full of books reputed to contain arcane information, the staff has no way of evaluating them. Some were written by lunatics, some are hoaxes, and a rare few contain powerful secrets. Most of the authors of these tomes concealed or encoded the information to avoid persecution by religious authorities.

As a result, the Applications staff spends most of its time experimenting and cataloguing sigils, chants, and rituals that produce results. The staff members working for Amy feel that she can afford to be cautious since she already has an executive's title and paycheck, but they are more impetuous. They hoped that Wednesday night's ritual would earn them promotions and raises, but they overestimated their own skills and knowledge in their greedy rush.

Staff at the Mansion

Ogdoad Research employs 57 people at the facility. The majority of employees are security personnel. The rest of the staff work in the Research (including Acquisitions), Applications, and Executive Departments. Amy Heseltine ran

the Applications Division at the facility. When the reaper attacked, there were six guard dogs, four gate guards, eleven security guards (including Clint Castle), and sixteen staff members (including Amy Heseltine) on duty.

Zombies

Reaper zombies are mindless, typical zombies that hunger constantly for living flesh. Unfortunately for them, they have human teeth and hands, and must batter their prey into submission before eating. Although they no longer have any capacity for language, the reaper can give orders to them telepathically. Their eyelids, nails, and lips are bluish. They have pale white or gray flesh. Their bodies still bear the signs of the injuries that killed them.

Background Investigations

This information is available to heroes if they make appropriate skill checks.

The Reaper

Getting this information requires access to arcane lore after the heroes know the reaper exists. Many major universities possess the necessary books, but heroes must go to the universities or hire research assistants to get the information.

Research	
Check DC	Results
15	Reapers are outsiders. They have an excellent ability to see in the dark. They can't be raised from the dead.
20	Reapers are immune to cold, and are extremely resistant to electricity and acid. They are capable of telepathic communication and can raise the dead as zombies. They have some ability to control a limited number of their creations.
25	Reapers have a moderate aversion to starlight. Alcohol burns them like acid.

Ogdoad Research

O.R. has a web site that provides all the following information (Research check, DC 5).

"Ogdoad" is the name of eight Egyptian deities who were especially worshiped in Hermopolis in Upper Egypt. They form the basis of the creation myth. The Ogdoad consist of four gods and four

goddesses who together personify the essence of the primordial chaos before the creation of the world. They are Nun and Naunet (primordial water), Huh and Hauhet (infinite space), Kuk and Kauket (darkness), and Amun and Amaunet (hidden powers).

From themselves they created the mound upon which lay the egg from which the sun god emerged. The gods of the Ogdoad are represented as frogs or as men with froglike heads, the goddesses as snakes or as women with snakelike heads. Their cult centered on the town of Khemnu (Greek Hermopolis) in Middle Egypt. They also had a sanctuary at Medinet Habu in western Thebes.

Ogdoad Research publicly finances a great deal of archaeological and anthropological research around the world. In one of their notable successes, folk remedies led researchers to so-called "miracle plants" growing in remote regions of the world.

Aguas Mansion

Internet research or a visit to the Los Angeles County Hall of Records provides the information below (Research check, DC 10).

The mansion itself has little history. Built by a land speculator around the turn of the century, it served as a family home for decades. After that it became a sanatorium—a nearby retreat for L.A.'s wealthy. Ogdoad Research purchased and began refurbishing it in 1993.

The mansion in Benedict Canyon is within a few miles of the site of Sharon Tate's 1969 murder by the Manson Family.

It is possible to observe the mansion and grounds from the surrounding hills. Spot checks are at -10 (-2 if using binoculars) due to distance. A Spot check reveals the appropriate information below, with all the information from lower results as well.

Spot	
Check DC	Result
5	The staff's cars are parked along the driveway inside the compound. It looks like a normal work day.
10	There are lights on in the mansion, but the curtains are drawn.
15	The windows of the gatehouse are broken and no guards are visible.
20	Shadowy human figures are moving behind the curtains in the mansion.
25	The guard dogs are loose inside the central compound.
30	The cameras on the wall and on the mansion are moving and appear to be still functioning.

THE FACILITY

This section describes the Aguas Mansion facility.

General Features

Unless otherwise stated, the following general features are found throughout the facility.

Security

Security features include cameras, locks, and panic buttons.

Cameras: Cameras monitor the inner compound wall, the inner compound itself, the inner gate (3), the car port (6), and many other public areas (7–9, 12–17, 19–21, 24–26, 29, 37, and 45). There are no cameras in any of the offices. The cameras operate in infrared, passive night vision, and visible light, so they see equally well in day or night. They possess a zoom feature (–1 per 50 ft. on Spot checks). The cameras are not concealed (Spot check, DC 5, to notice a camera in a particular room). The reaper needs these cameras to see what is happening to its zombies and to know what orders to give them.

Locks: All door locks (Disable Device DC 25, hardness 3; hp 5; break DC 15) are operated by pass cards. Zombies are carrying their pass cards unless noted otherwise. Public spaces, such as the lobby, are not locked, but O.R. spaces are locked. The primary purpose of the pass cards is to monitor when and by whom the secure spaces are accessed. Red-bordered security pass cards open all locks, even during security lock-downs such as the one the mansion is under when the heroes arrive. Green-bordered employee pass cards open all locks on the entry and second floors. Blue-bordered executive pass cards open all locks except during security lock-downs.

Panic Buttons: All rooms in the mansion have large, red panic buttons. They are labeled “Emergency Use Only.” Hitting a panic button causes the doors throughout the mansion to close and to respond only to red-bordered security pass cards. Vo Phung did not hit a panic button in Applications C because he didn’t want to be locked in with the reaper. Several other people did hit the buttons, but by then the reaper controlled primary security and possessed several security pass cards.

Safety

Safety features include fire suppression devices and first aid kits.

Fire: The Aguas Mansion facility has a fire axe at the top and bottom of every stairway. The axes are mounted on the walls in metal boxes with glass doors marked “Break Only in Case of Fire.”

There are fire extinguishers in the kitchen (12) and garage (15). The facility has a sprinkler

system with sprinkler heads on the ceilings of every hall and room except the two libraries (20 and 27) and primary security (21). These three rooms use a Halon system to protect the books and computers. Halon combines with oxygen, so heroes can’t breathe in a room after its Halon extinguisher activates (see *d20 Modern Roleplaying Game*, Chapter 7: Gamemastering, Suffocation and Drowning).

When Ogdoad Research remodeled the mansion in 1993, it applied to Los Angeles county for an exemption to the requirement for fire escapes, claiming the building was of architectural and historic interest and that fire escapes would detract from that interest. By greasing a few palms, they got their exception. The real motivation was that O.R.’s cleanup crews would have instructions to burn the place down to prevent public exposure of its real purpose. In typical cleanup crew style, this includes personnel, so O.R. did not want to make it easy for anyone to escape a cleanup fire.

First Aid: First aid kits are available in every rest room (8, 30, 31, 32, 41, and 42) and in the kitchen (12).

Walls

The following information applies to walls throughout the compound.

Inner Compound: Walls are hardness 8; hp 45; break DC 35; Climb DC 25. The walls are 12 feet high.

Mansion: Walls are hardness 8; hp 60; break DC 35.

Doors

All doors have strong (Strength 20) pneumatic closers. They normally function slowly, and stop moving if resisted by a small amount of pressure: a safety feature to keep people from being crushed. During an alert from a panic button or from primary security, the doors close as a move action on their own initiative (Initiative +0) and will not stop (Strength check opposed by the door’s Strength to hold open).

Locks: All private doors are locked, including doors on the outside of the mansion (See Security Features, above).

Hinges: Hardness 6; hp 1; break DC 10.

Normal Doors: Hardness 5; hp 20; break DC 23. Most internal doors fit this category, as do the French doors on the porch (18). All normal doors have 6-inch by 6-inch windows at approximately eye-level, reinforced by wire mesh (hardness 1; hp 5; break DC 20).

Dining Hall Doors: Hardness 5; hp 10; break DC 15. The dining hall doors (between location

7 and location 17) are pebbled glass (hardness 1; hp 1) at the top and wood at the bottom. The doors provide one-half cover and one-quarter concealment when whole, and only one-half cover after the glass breaks.

Security Doors: Hardness 10; hp 30; break DC 30. Most exterior doors fit this category, including the front doors, the door from the garage (15) to the kitchen (12), the door between the staircases (8) and the Applications Department entrance (9), and the gatehouse doors (4).

Garage Doors: Hardness 5; hp 10; break DC 13. The garage doors are simple wooden doors.

Windows

Windows include windows with bars, ground floor windows, and windows throughout the mansion.

Bars: Hardness 10; hp 5; break DC 20. O.R. refitted the windows on the ground and entry floor with iron bars. They are bolted to the outside wall, not embedded, so they are easier to break out than some might think.

Ground Floor Windows: These are four-foot diameter, semicircular windows. They are hinged at the bottom to tilt out until they touch the iron bars.

Other Windows: These are floor-to-ceiling Palladian windows: four-foot wide rectangles that reach from floor to ceiling, with rounded tops. A

small section (two feet high) at the top tips open.

Communications

Communications are cut off from primary security (location 21). Computer Use (DC 20) can restore the telephones and T1 line, the building Internet connection, from primary security. Cell phones and radios do not function on the ground floor. Breaking or opening a window and removing the bars allows cell phone use in that room. Cell phones function normally on all other floors.

Threat Tactics

When the heroes arrive in the inner compound, the reaper is in primary security (21) using the cameras to monitor the compound. Six zombies are with him and Clint Castle is in his office (22).

Amy Heseltine is in VP quarters (50). Encounters, below, explains where zombies are before the reaper becomes aware of intruders. At that time, only the six zombies in primary security are under the reaper's control.

As soon as the cameras make the reaper aware of the intruders he starts taking control of zombies and moving them toward the heroes. Once the zombies perceive the heroes, they attack, so the reaper no longer needs to control them. Working from primary security (21), the reaper can lock or unlock doors at will. If it can isolate one or two heroes, it attacks them with as many zombies as are available. If any heroes are killed, it moves to their location and turns them into zombies.

If the heroes reach the stairs down to the ground floor, the reaper exits primary security (21) by the other set of stairs and leaves the six zombies to deal with the heroes. It then moves to the largest collection of defeated zombies and begins reanimating them (heroes do not get additional XPs for killing reanimated zombies, but only for dealing with the creature that's reanimating them). Essentially there is an unlimited supply of zombies until the reaper is isolated from them or killed. Whenever possible, the reaper returns to primary security (21) to unlock doors and channel zombies to the heroes.

Encounters

The numbered entries in the following sections refer to the locations noted on the map.

Approaching the Facility

Parking in the hills above the grounds and climbing down isn't particularly difficult (DC 10, failure by 5 or more means the climber rolls down the 60-foot slope, taking 3d6 points of damage). Steep hills surround the olive groves, so the stretch of main road with the entry gate is the easiest access.

1. Entry Gate

(This location is not marked on the map.) A private drive leads from an entry gate at the main road through private olive groves up to the inner compound. Guards at the gate can see any car parked along the road.

Guards (two living security guards, EL 2):

The two guards work for a private security firm contracted by O.R., and know nothing except that there has been no contact with the mansion since Wednesday night or early Thursday morning. They don't know what O.R. is doing to investigate, but they've been told that contacting law enforcement without specific permission from their supervisors will cost them their jobs. Every shift has gotten the same message. They are worried about their coworkers at the gatehouse (4).

If heroes choose to attack these guards, use

Scaling the Encounters

Come for the Reaping is an adventure for 1st-level characters, so GMs should not need to scale the encounters down. If playing with fewer than four heroes, a GM may wish to scatter the zombies more across the facility so they are encountered in smaller numbers.

If for any reason the heroes start having difficulty, or if they are new to modern-era gaming, hint to the players that while their heroes have firearms, the zombies are unable to make ranged attacks and a simple barrier (a table overturned in a doorway, chopping part of the door away and leaving the rest) allows the heroes to attack with little danger to themselves.

If playing with higher level heroes or with more than six, a GM may wish to add a few zombie security personnel to each encounter. She should also make the reaper more dangerous. Advancing its Hit Dice allows it to create and control more undead (it can create up to double its Hit Dice and control up to four times its Hit Dice), increases its base attack bonus and base saving throw bonuses, and increases the DC for its fear aura.

For an even tougher adventure, have the Ogdoad Research cleaning crew (see *Concluding the Adventure*) arrive a few minutes after heroes enter the mansion.

low-level police officers (Strong Ordinary 1/Tough Ordinary 1), from the *d20 Modern Roleplaying Game*, Chapter 8: Friends and Foes.

Anyone who gets caught trying to sneak past the guards finds their initial attitude unfriendly. Anyone who talks with them first finds their initial attitude indifferent. Offering to investigate grants a +2 situation bonus on Bluff, Diplomacy, or Intimidate checks.

2. Driveway

This leads from the entry gate to the 10,000-square-yard inner compound.

3. Inner Gate

These wrought iron gates (hardness 10; hp 20; break DC 26) open electronically (Disable Device DC 40) from either the gatehouse (4) or primary security (21).

4. Gatehouse

Two stone buildings flank the inner gate. Roughly 10 feet in diameter, they have both internal and external security doors, all locked. Four guards normally work the gatehouse 24 hours a day. Buzzing, annoying clouds of black flies swarm the gatehouse during the day, feasting on the blood covering the floor and walls.

Empty kennels sit along the wall near the gatehouse.

The gatehouse windows are broken out. Blood covers the floor and the walls, and bloody footprints lead out through the external doors. The doors are locked.

There is a Steyr AUG assault rifle in each guard house (details on these weapons appear in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*). They are locked in racks below the windows (hardness 5; hp 10; break DC 15; Disable Device for lock DC 30, hardness 5; hp 10; break DC 20). Three extra magazines are in a desk drawer. The desks also hold a clipboard with the security staff personnel roster and a list of automobiles owned by the staff, including make, model, year, color, license plate number, and owner's name.



Steyr AUG assault rifle

A Search check (DC 20) reveals blood in the grass inside the compound. A Survival check (DC 20) reveals there are bloody human footprints, more than half a dozen, and they lead toward the car port (6).

Inner Compound

Dogs (six zombie dogs, EL varies): Inside the inner gate, zombie guard dogs operate in pairs (EL 1/2). Zombie dogs are missing large chunks of flesh, and maggots writhe across what's left of their bodies.

The dogs avoid the sun since their transformation, and so are difficult to spot. One pair loiters against the wall near the inner gate (3), one pair loiters near the back pool (16), and one pair loiters at the far end of the reflecting pool (5). Zombie dogs take 10 (for a total result of 10) on any Listen or Spot check, modified by distance. If any member of a pair notices the heroes entering the compound or fighting with another pair, the alerted dog and its partner move to investigate. Zombie dogs are aggressively hostile and will attack any living creature that enters the inner compound.

5. Reflecting Pool

The 240-foot long reflecting pool has small fountains at each end, and an elaborate larger fountain in the center that contains a statue covered with gold leaf. The pool, fountains, and statue are all left from the original construction of the mansion.

6. Car Port

The main entrance to the mansion proper is a covered car port. The driveway runs directly from the inner gate under the car port and around the front, ending in a turnaround outside the garage. Employee cars line the driveway. Broad, shallow stairs lead from the car port up to 10-foot wide oak doors. Bloody footprints lead to the doors. The terrible stench of rotting flesh lingers here (because of the pathetic zombie locked outside).

Pathetic Zombie (one zombie staff member, CR 1/2): One zombie did not make it back inside the mansion after the deaths of the security guards. Rudy Zucker was Michael Finkle's driver, and now he's a zombie lurking outside the front door in the car port (6). The DC to Hide or Move Silently when sneaking up on Rudy is 10. If Rudy doesn't notice the heroes, he continues thumping softly on the mansion's front door, smearing gore from his now-damaged hand. If he does notice the heroes, he attacks. If caught unawares, Rudy appears completely normal from behind. Only when he turns to face the heroes do they realize that half his face is a bloody, eyeless, ruin. Rudy carries a SITES M9 9mm pistol (details on this weapon appears in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*) in a concealed holster (Spot DC 17). He also has the keys to Michael Finkle's Mercedes E55 AMG sedan parked in the garage (15). He has a green-bordered employee pass card.

Entry Level

The following areas are on the entry level of the building.

7. Lobby

The lobby of the mansion is open to the second floor. A 15-foot Egyptian statue of Apep (a snake-headed human in ancient Egyptian costume—a brass plaque names him) dominates the room. The statue is five years old. O.R. commissioned it for the facility.

Security desks flank the statue, and folding wooden doors lead into the dining hall (17). A Survival check (DC 20) reveals bloody footprints leading out of this room (the DC is high because there is a great deal of blood, now being tracked around by heroes).

Security Zombies (two zombie security personnel, EL 1): Two security guards normally sit at the desks in the lobby. The reaper left them here to guard the front door, and then surrendered control of them. They were killed here, so a great deal of blood covers the Apep statue and the floor. With nothing else to do, the zombies hang around the familiar surroundings. Both are male, one African-American and one Caucasian. The security desks each hold three tear gas grenades and two gas masks.

The African-American guard's name is Malcolm Douglas. He's been disemboweled. The front of his uniform is a bloody mess. The Caucasian guard's name is Kevin Crippen. His throat has been torn out and his lower jaw torn off. Something bit out his tongue. The shoulders and the front of his shirt are soaked in blood.

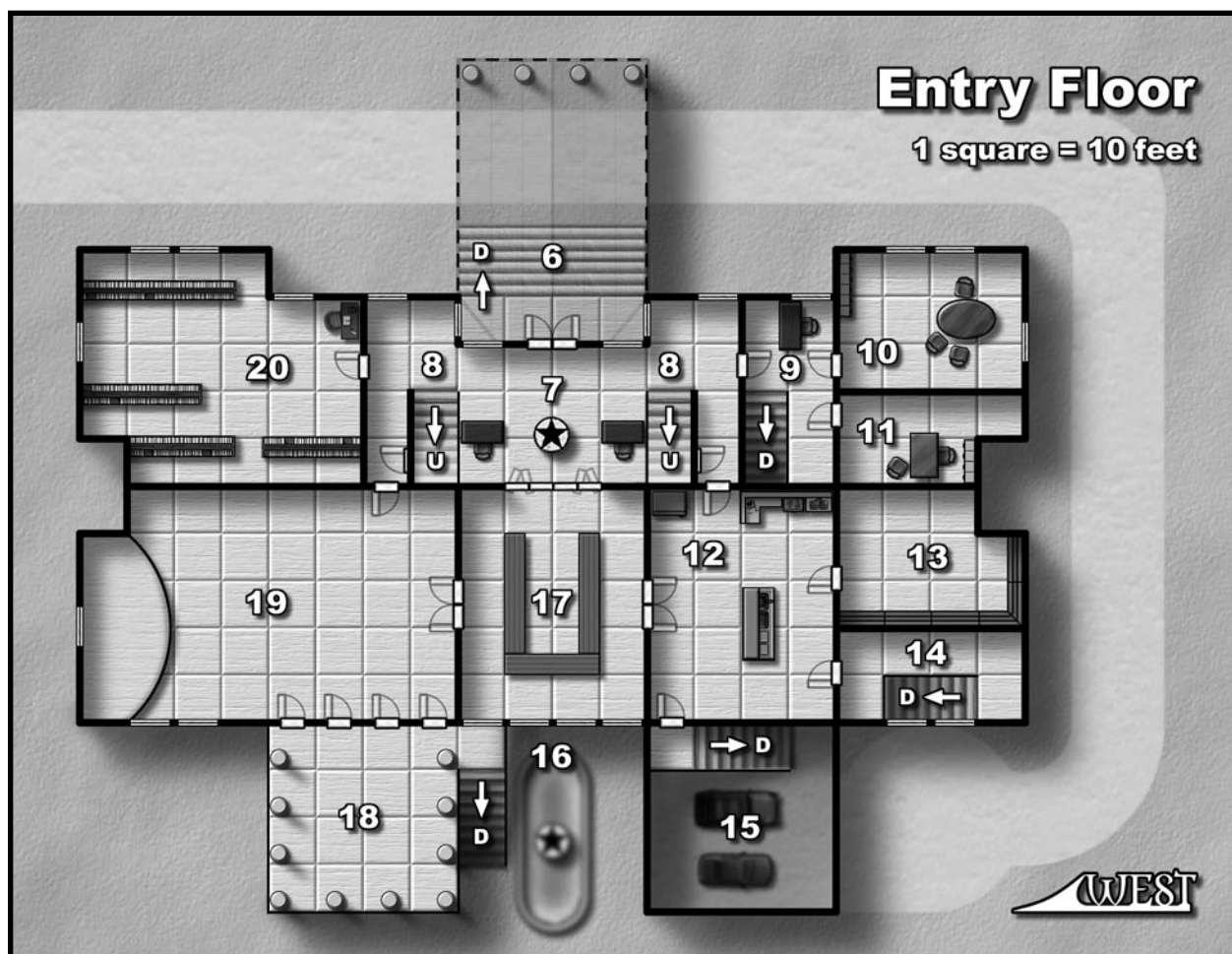
8. Stairs

Two grand staircases with oak banisters lead up to the second floor. A tiny restroom is under each staircase. One stair has broken banisters and a small pool of blood at its foot.

9. Applications Entrance

This is the beginning of O.R.'s private space in the mansion. A sign on the outside door says "Ogdoad Research. Private. Authorized Personnel Only." A receptionist, Erica Daniels, sits here. In reality she is an armed security guard and the outermost layer of defense protecting the Application rooms on the ground floor (see p. 11).

Zombie Reception (two zombie staff members, one zombie security personnel, EL 1): Erica Daniels is a Caucasian woman who usually sits behind a desk in the Applications Department entrance. Although she appears to be an executive assistant, she is part of the



security staff. The reaper caught her at her desk and slashed her across the torso with its claws. There's blood all over her desk and around it on the floor. She is a zombie now, but hasn't had a reason to move from behind her desk.

Rather than the normal zombie security personnel belongings, Erica wears a SITES M9 pistol in a concealable holster in the small of her back (Spot DC 17). She wears a light undercover shirt. An HK MP5K submachine gun is clipped inside the knee well of Erica's desk (details on both her weapons appear in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*), with two spare magazines and a professional walkie-talkie in her desk. She has a red-bordered security pass card.

The doors to Michael Finkle's office (10) and Samantha Eggles' office (11) are shattered. They heard Erica scream and came to help her, then tried to lock themselves away from the reaper and its zombies. Michael has no lips and instead of a nose he has a bloody hole in his face. Samantha has been slashed open from stomach to throat. Both died in their offices, so the offices are full of blood. All three wear what's left of expensive business suits. On his right hand Michael wears a gold ring in the shape of a snake biting its own tail. Michael and Samantha have blue-bordered executive pass cards.

10. Office

This office belongs to Michael Finkle, Executive Vice President. He is the overall boss of the facility, and a member of the Infinite Serpents.

11. Office

This office belongs to Samantha Eggles, Senior Vice President. She is in charge of the physical plant. She is not a member of the Infinite Serpents.

12. Kitchen

The mansion boasts its own gourmet kitchen. The ovens and ranges are gas appliances, but the security alert shut off the gas. A plethora of knives and cleavers can be found here, as well as skillets that can act as improvised clubs. Other appliances include an industrial dish washer and a meat slicer.

Undead Cuisine (two zombie staff members, EL 1): Heather Braun and Darrin Santini were cooks for the facility. Now they are zombies wandering their former domain. They have green-bordered employee pass cards.

Heather Braun was a Caucasian woman. She has terrible burns on her upper body and face from being slammed into the grill.

Darrin Santini was a Caucasian man. He can no longer stand up straight because his back is broken. He moves bent sideways at the waist.

13. Cold Storage

The mansion's walk-in refrigerator and freezer, and the pantry, are here. A brief Search (DC 5) nets a dozen bottles that can be turned into Molotov cocktails with dish towels from the kitchen and gasoline from vehicles in the garage and parked along the driveway.

14. Wine Cellar

This used to be the entrance to the wine cellar. It's now used for storage and has another entrance to the Applications Department. On the shelves that line this room are bottles of ammonia and other cleaning solutions.

15. Garage

This two-car garage has space for the drivers to relax and room to work on the cars. Automobile fluids (including oil and brake fluid but not gasoline) and filters sit on metal racks against the walls. The room also contains electrician's tape, vinyl tape for patching hoses, basic mechanical and electrical tool kits, and coiled rubber hoses. Stairs lead up to the kitchen (12). An AM General Hummer H2 is in the garage, with an O.R. emblem and the word "Security" on each side. The keys for this vehicle are in a box on the wall that opens with a red-bordered security pass card. The Hummer contains no special equipment other than a radio that operates on the same frequencies as the professional walkie-talkies used by security, and one pair of night-vision goggles. Also in the garage is Michael Finkle's Mercedes E55 AMG.

16. Back Pool

This 20-foot-by-50-foot pool has a small, gilded statue in it. Stairs lead up to the first floor porch (18).

17. Dining Hall

This grand dining hall boasts an antique mahogany dining table and matching high-backed chairs.

Zombie Dinner (four zombie security personnel, EL 2): The four security guards from the gatehouse are in the dining hall. The only reason they stay is that the doors are closed. Three guards are African-American and one is Caucasian. They have no pass cards, but they have keys to the weapons racks in the gatehouse.

Arson and Demolitions

It is likely the heroes will consider fire and explosives as efficient solutions for the encounters in the adventure. Remind heroes that until they know the location of Amy Heseltine, any use of flame or explosive risks her life.

While Craft (chemical) cannot be used untrained, anyone can make an Intelligence check (DC 5) to open a bottle of alcohol, shove a rag in it, and create a Molotov cocktail (see Grenades and Explosives in Chapter 4: Equipment of the *d20 Modern Roleplaying Game*). Heroes may even wish to empty bottles of nonalcoholic substances and refill them with gasoline siphoned from automobiles parked in the inner compound.

Creating more sophisticated explosives is time consuming and risky (see Concluding the Adventure). If heroes insist on brewing up their own nitroglycerin or C4 in the kitchen, hint that O.R. will not want events in the mansion to become public and is likely to do something about it soon.

One of the African-American guards is Jamie Gregson. Jamie's neck is broken and blood cakes his mouth and nose. Another is Abe Taylor. Something punched through Abe's ribs and tore out his heart. The third is Brian Correll. His right thigh is badly broken, and the bone sticks out through his pants, which are soaked with blood.

The Caucasian guard is Sam Carter. A chunk of his skull is missing, as is part of his brain. The eye on that side of his face dangles on his cheek.

18. Porch

White pillars surround the porch with a waist-high wrought iron railing. Stairs lead down to the back pool and French doors open to the ballroom.

19. Ballroom

This room has a parquet wooden floor and a raised dais at one end for a live band. O.R. uses it as a briefing room for the staff and to make presentations to visitors.

20. Library

This is the public portion of the facility library. None of the volumes here contain arcane secrets, but all are valuable rare editions.

Ground Floor

The following areas are on the ground floor of the mansion.

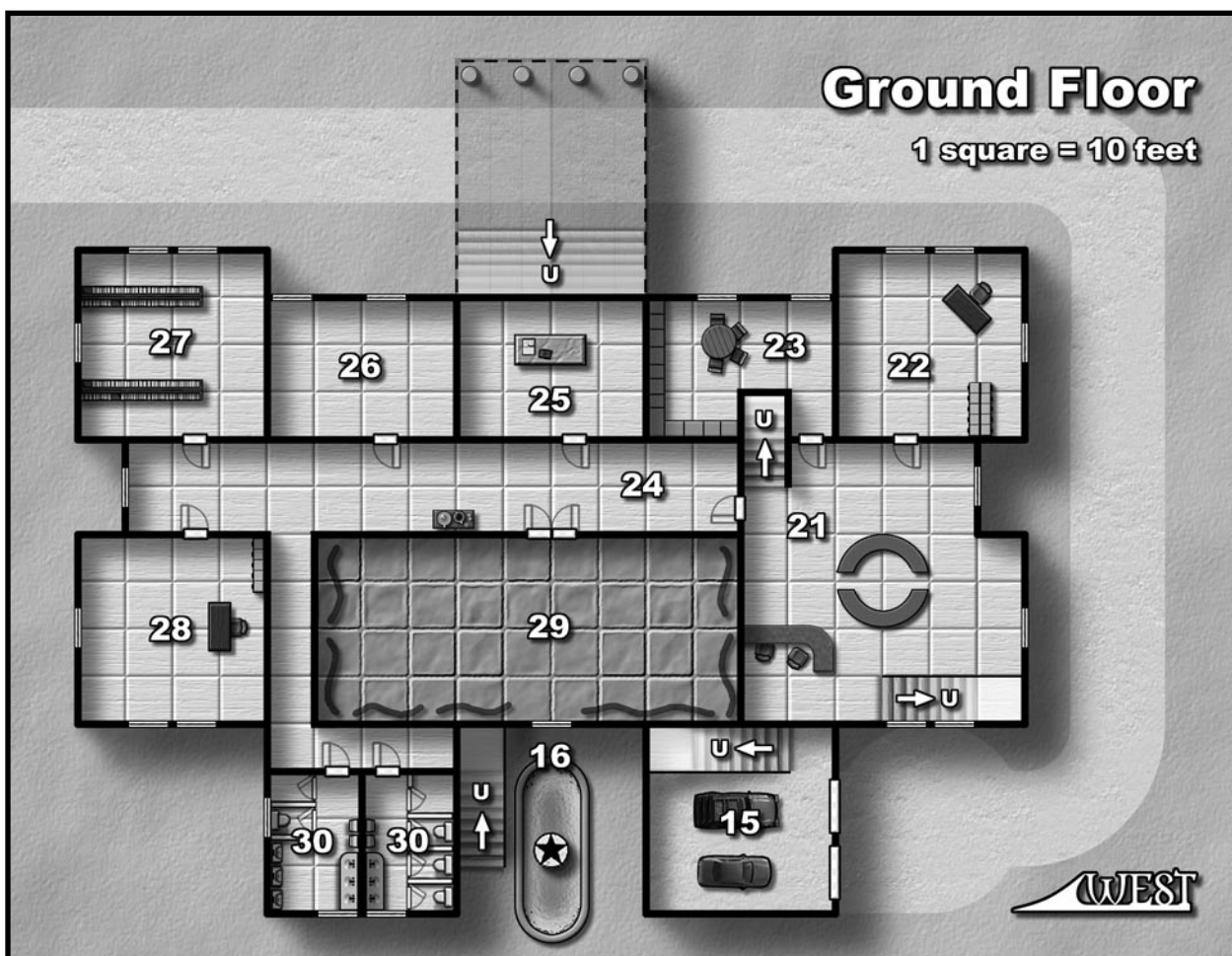
21. Primary Security

Stairs lead up from this ground floor room to the Applications Department entrance (9) and to the wine cellar (14). Six security officers normally work this room 24 hours a day. From the central, circular station they monitor and control all internal security. The corner station monitors and controls all external security. The reaper is in this room when heroes reach the mansion. There is dried blood under the door to the hallway (24).

Primary Security (six security personnel and one reaper, EL varies): The reaper uses the six zombie security guards to keep Clint in his office (22), and to delay intruders while it escapes. The security guards are all male. One is Asian, three are African-American, and two are Caucasian.

The Asian guard's name is Charles Sakai. The sleeves of his shirt are shredded and his hands and arms are almost stripped of flesh.

The African-American guards are Terry Smith, Mack Mason, and Red Pope. Terry is missing his eyes and all the flesh off his face. The left leg of Mack's uniform is shredded and his leg is almost



stripped of flesh. Red is missing his right ear and most of the right side of his neck.

The Caucasian guards are Lee Reynolds and Danny Stanwood. The back of Lee's uniform shirt is shredded and his back is bloody and missing chunks of flesh. Danny is missing his left arm from the middle of his forearm down.

Charles and Terry have keys to the weapons lockers in the break room (23).

22. Office

This is the office of Security Chief Clint Castle. He is a member of the Infinite Serpents.

Hostage (one living security personnel, CR 1): Clint Castle is still alive in his office. The reaper leaves uncontrolled zombies in primary security (21), and that threat keeps Clint in his office. Clint is both an O.R. employee and a member of the Infinite Serpents. Clint bargained for his life with the reaper, but he willingly throws in with the heroes if he perceives them as stronger than the reaper. His biggest concern is regaining control of the compound. Once he manages that, he reports to O.R. He has no idea that Amy is still alive and within the compound.

Rather than the usual zombie security personnel equipment, Clint has a gas mask, two tear gas grenades, a professional walkie-talkie, and a taser in a concealed holster (Spot DC 15). He wears a light undercover shirt. Clint also has a key to the weapons locker in the break room (23), but the reaper has his red-bordered security pass card.

Treat Clint as a low-level police officer if you need a stat block (see Chapter 8 of the *d20 Modern Roleplaying Game*), but replace the standard concealable vest with a light undercover shirt.

23. Break Room

This is the security officers' break room. Lockers against the interior wall hold a dozen tear gas grenades, twelve unloaded Mossberg 12-gauge shotguns, 40 rounds of 12-gauge shells, and a dozen tactical vests.



Mossberg 12-gauge shotgun

24. Hallway

This hall connects the Applications spaces on this floor (as noted on p. 8). As such, it serves as an informal discussion area, with water coolers, coffee machines, and copier/printers.

Water Cooler Meeting (six zombie staff members, EL 3): Six Applications Vice Presidents now wander the ground floor hallway. Five were killed in the ritual space of Applications C (29),

and one was killed outside primary security (21). All have blue-bordered executive pass cards.

Aldo Nunez was a sixty-year old Hispanic man before the reaper killed him. The right side of his head was smashed in by the back of the reaper's claw. He wears a white lab coat over an old three-piece tweed suit.

Maggie Porter was a forty-year old African-American woman before the reaper killed her. It tore her throat out. She wears a brightly colored dress and cap.

Roscoe Maguire was a thirty-five-year old Caucasian man before the reaper killed him. He has no visible injuries, but blood leaked out his ears and nose.

He wears a white lab coat over slacks, a dress shirt, and a tie.

Anelisa Johnson was a twenty-five year-old African-American woman before the reaper killed her by tearing out her abdomen. She wears a white lab coat over a shredded blouse and loosely hanging skirt.

Elizabeth Hudson was a thirty-year old Caucasian woman before the reaper killed her. It broke her left thigh and slashed her face. She wears a white lab coat over a blouse and slacks.

Vo Phung was a thirty-eight-year old Asian man. He managed to leave Applications C and made it to the door of primary security (location 21) before the reaper caught him and held him for the other zombies. He has terrible bite wounds all over his face, neck, and arms.

Make sure Vo Phung's zombie is among those fought by the heroes, and suggest that something in his pocket clunks on the floor when he falls. That "something" is his PDA. Vo Phung does not have the complete ritual in his PDA, but he does have notes, including the fact that there is a banishing ritual. The PDA uses the same file names as used on the mansion network for the rituals. Having these names cuts the time required for Computer Use checks in half (see below).

25. Applications A

This room is where the staff examines and vivisections summoned creatures. The remains tend to vanish shortly after the summoned creature dies, so there is little evidence of their activity in this room.

26. Applications B

This is where small rituals and spells are practiced.

Finding Amy

Amy is hiding in a room not covered by the facility's security cameras and a long way from the most convenient entrances. Clint Castle can help guide heroes toward her location.

- If heroes ask him where they can find her, Clint points out that as far as he knows, everyone in the facility is dead except for him. He can tell them the location of her office.
- If heroes ask him to review the security recordings, he can track her last movements and suggest she may have been heading toward the fourth floor apartments.
- Similarly, he can check all the monitors, scan all the zombies, and conclude that she is not among them. At that point he suggests that the least used floors are the third and fourth floors and if she is still alive she is most likely in a room on one of those floors.

27. Applications Library

The private library contains books of power and mystery, such as *The Book of Eibon*, *The Book of Iod*, *The Book of Thoth*, Hermann Mulder's *Ghorl Nigral*, the Comte D'Erlette's *Cultes des Goules*, Kane's *Magic and the Black Arts*, Ludvig Prinn's *Die Vermis Mysteriis*, Von Junzt's *Die Unausprechlichen Kulte*n, Rudolph Yergler's *Chronike von Nath*, *The Song of Yste*, Flammarion's *Atmosphere*, *Unter Zee Kulte*n, Gantley's *Hydrophinnae*, Gaston le Fe's *Dwellers in the Depths*, *The King in Yellow*, and compendiums of the Eltdown Shards. Heroes looking around the library discover spatters of blood and other signs that a person was killed here.

Searching the Applications Library takes an hour per Search check (DC 20). Heroes can

reduce this time by using the Aid Another action. Divide the time by the number of heroes actively searching. Success indicates the discovery of one of the two rituals.

28. Office

This is the office of the Senior Applications Vice President, Amy Heseltine.

29. Applications C

This is the primary ritual room for the facility. This is where the reaper appeared. The floor is made up of basalt squares. Black velvet curtains line the walls. The floor is sticky with dried blood.

Blood-spattered papers covered in obscure languages and cryptic diagrams litter the room. A few minutes' examination reveals they are only

New Incantation

The Applications Division at the Aguas Mansion facility performed a summoning incantation to bring the reaper from somewhere beyond Shadow. While they lacked the skills they needed to successfully summon and control the reaper, they understood some of the risks and had researched a banishing incantation as well. Unfortunately, the panicking staff voided the security measures, or the fiend could have been banished from the hallway while it waited helplessly in lock-down.

The summoning incantation appears below. Rules on incantations, including the banishing incantation (*cast into Shadow*) appear in Chapter Three: Spells in the *Urban Arcana Campaign Setting*.

Circle of Cenechim

Conjuration [Summoning]

Skill Check: Knowledge (Arcane Lore) DC 20, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, SC; **Casting Time:** 60 minutes minimum; **Range:** Close; **Effect:** One summoned fiend; **Duration:** Permanent (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

Circle of Cenechim summons a fiend of CR 6 or less. It can be modified to summon higher CR fiends (for each +1 to the desired CR of the fiend, increase the Knowledge (arcane lore) check by +2), but the *circle* cannot be used to summon other kinds of outsiders or other creature types.

Immediately upon successfully completing the incantation, the fiend appears within the arcane circle (see Focus below). If the incantation has overcome the creature's spell resistance (if any), the fiend must attempt a Will saving throw (DC 15, or DC 17 if the area was prepared using the *dedicate site* incantation). The fiend acts immediately on the turn it is summoned.

If the fiend's spell resistance is not overcome, or it succeeds at the saving throw, the casters have no control over it. The creature may act in any manner that it wishes.

If it failed the saving throw, the fiend attacks the primary caster's opponents to the best of its ability. If any of the casters speak Infernal, they can direct the creature not to attack, to attack particular enemies, or to perform other actions. If the fiend is asked to perform a task that is inimicable to its nature—such as committing suicide—the casters' control over it is broken and the fiend may act in any manner it wishes.

Focus: An arcane circle at least large enough to contain the fiend summoned, drawn on the floor with rare powders and crystals (purchase DC 20).

Secondary Casters: 4 required (not including the primary caster).

Failure: The fiend appears and is free to act as it chooses.

Banishment and Zombies

If the heroes successfully banish the reaper, any functioning zombies continue to roam the mansion. However, they no longer have the reaper raising them after the heroes destroy them. Any zombies that aren't functioning when the reaper is banished are simply dead, decaying flesh.

notes, not complete incantations. Clearly the Applications staff memorized the incantations before beginning the ritual and these papers are merely reference notes. However, their existence serves as a clue to the heroes that a complete summoning incantation could be somewhere in the facility.

30. Restrooms

The restrooms on this floor also contain showers and small lockers for changes of clothing.

Second Floor

The following rooms are on the second floor of the mansion.

31. Restroom

This small room is half the facilities on the second floor.

32. Restroom

This small room is half the facilities on the second floor.

33. Conference Room

A conference table dominates this room, circled by office chairs. A conference-call speakerphone sits in the middle of the table.

34. Office

This space is shared by two Research Vice Presidents, Jessica Steen and Margaret Bynum. The office is in disarray, with computer monitors smashed on the floor and sticky blood splattered on the ceiling and splashed on the wall.

35. Storage

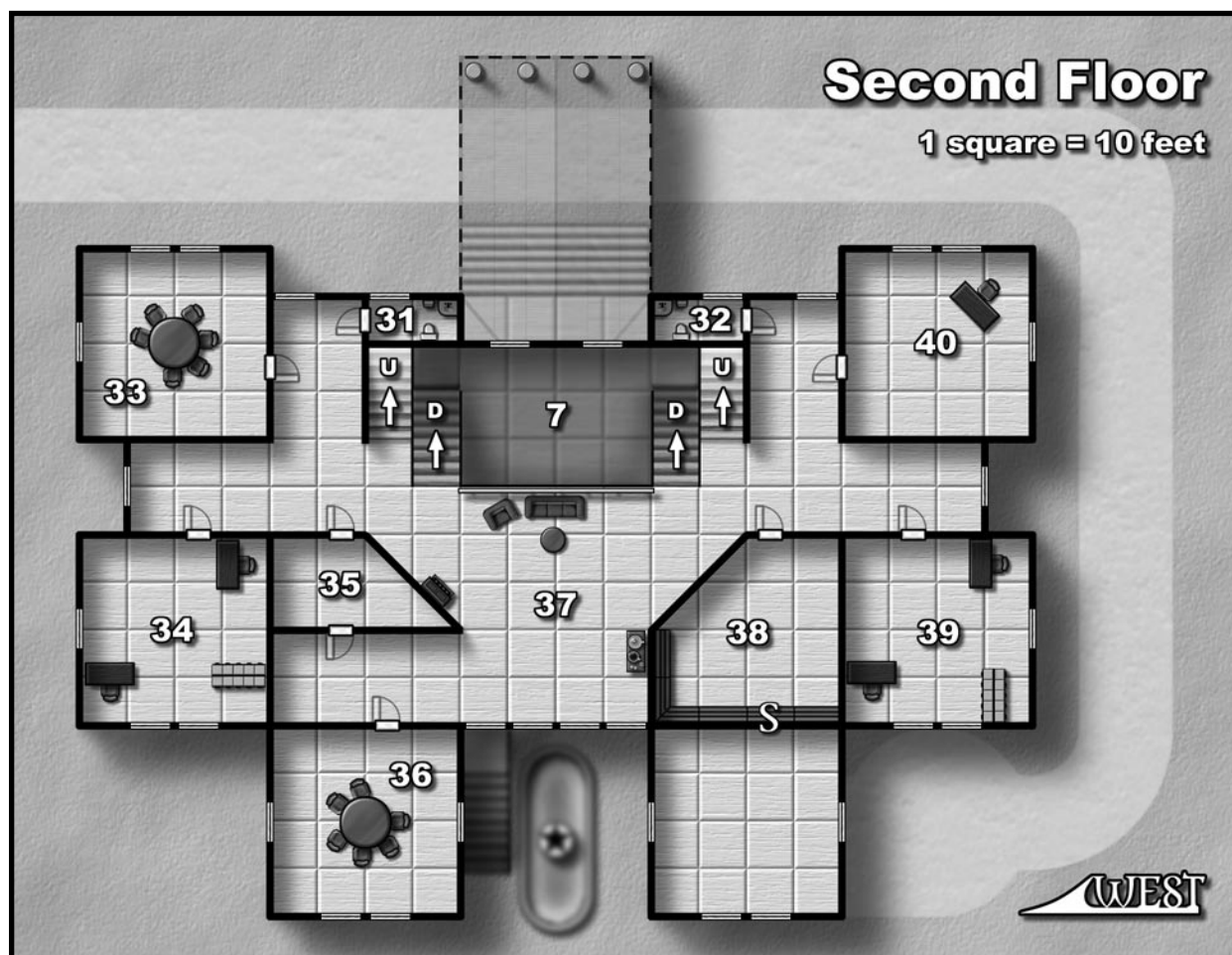
This room contains ordinary cleaning supplies.

36. Conference Room

A conference table dominates this room, circled by office chairs. Whiteboards hang on the walls with partially erased diagrams and notations.

37. Study

This open space has a balcony overlooking the lobby and monitors the stairs both up and down. A security guard often spends the day reading here, watching the stairs and providing back-up for the lobby. Along the angled walls are copiers, printers, scanners, a water cooler, and an espresso machine. Smashed chairs are scattered on the floor, the fragments sticky with blood. A circular coffee table sits tilted on the floor because two of its legs are broken. An HK MP5 submachine gun is clipped under the table.



38. Supplies

This room holds what the Applications Department staff believes to be arcane supplies used in their experiments on the ground floor.

The exterior wall of the supply room holds a secret door concealed by metal shelving (Search DC 20). This door leads to a "panic room" used by staff members in case the compound was attacked, though no one ever took that possibility seriously. Clint and Amy both know of it. The chief advantage this room has for heroes is that it contains a telephone independent of primary security. Heroes can use this telephone line with their laptop computers, or simply as a telephone to call for help.

39. Office

This room is office space shared by Roscoe Maguire and Vo Phung, Applications Vice Presidents.

40. Office

This room is office space shared by Haywood Clarney (Senior Research Vice President) and Lazarus Heath (Acquisitions Senior Vice President). This office shows shocking signs of a major struggle, including blood and expended

pistol brass. A Search (DC 15) of the office reveals a switchblade and an empty Glock 17 pistol. There are two spare magazines in Heath's desk.

Third Floor

The following rooms are on the third floor of the mansion.

41. Restroom

This room holds showers and lockers as well as toilets and sinks.

42. Restroom

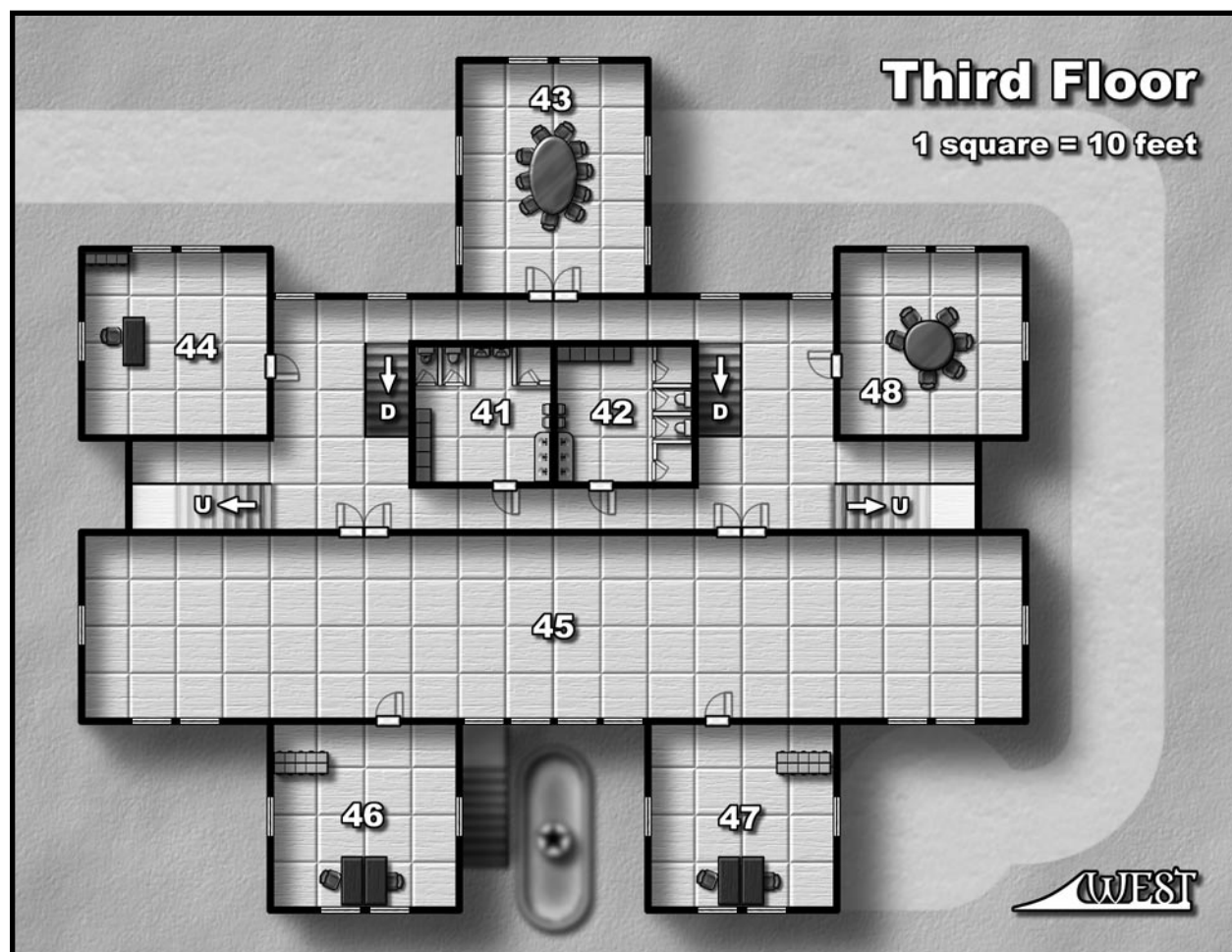
This room holds showers and lockers as well as toilets and sinks.

43. Board Room

An oval conference table dominates this room, surrounded by leather office chairs. Whiteboards hang on the walls between the windows. The boards are clean, and the furnishings are more impressive than in other conference rooms.

44. Office

Reserved for visiting executives, this office has no personal effects, just the minimum furnishings and a few pieces of institutional art on the walls.



45. Gathering Space

This large, multipurpose space has stacks of plastic chairs and folding tables against the walls, white boards, a speaker system, and a wooden floor.

Zombie Dance Party (four zombie staff members and one zombie security personnel, EL 2): The guard from the second floor study (37) and all the Research Vice Presidents are here. The reaper keeps them here unless it needs reinforcements or wants to ambush intruders on the second floor.

Jessica Steen, Research Vice President, died in the office she shared with Margaret Bynum (34). She was a petite Caucasian woman in her mid-twenties before the zombies killed her. She still wears her glasses, but her face and arms bear terrible bite wounds. One zombie tore off her left ear.

Margaret Bynum, Research Vice President, died in the office she shared with Jessica. She was a stocky, red-haired Caucasian woman in her early thirties before zombies killed her. She made a run for it and wound up falling down the stairs. Her neck is broken and her skull is slightly misshapen.

Senior Research Vice President Haywood Clarney was a frail, sixty-year old Caucasian man who had read too many of the horrible arcane tomes in the Applications Library (27) before the reaper caught and killed him there. The right side of Haywood's head has been crushed and his jaw dislocated.

Lazarus Heath, Acquisitions Vice President, was a wiry Caucasian man in his mid-twenties before the reaper killed him in the office he shared with Haywood Clarney (40). Heath's job was to acquire those books and items necessary for the Applications Department's rituals. It was very difficult for the reaper to kill him, and what's left of his body shows marked signs of the struggle. His weapons remain in his office. He wears a gold ring in the shape of a serpent biting its own tail.

Franklin Gorge, security guard, wears the tattered remnants of a two-piece suit rather than a security guard uniform. It was his job to support the lobby guards from the study (37). The thirty-year-old African-American man was overwhelmed by zombies and bears terrible wounds all over his arms, legs, head, and torso.

46. Office

This room is office space shared by Aldo Nunez and Maggie Porter, Applications Vice Presidents.

47. Office

This room is office space shared by Anelisa Johnson and Elizabeth Hudson, Applications Vice Presidents.

48. Conference Room

A circular conference table dominates this room, surrounded by office chairs. White boards hang on the interior walls.

Fourth Floor

The following areas, including the VP quarters in which Amy is hiding, are found on the fourth floor of the mansion.

49. Tower Office A

Reserved for visiting executives, this office has no personal effects, just the minimum furnishings and a few pieces of institutional art on the walls.

50. VP Quarters

This room holds a single bed, a nightstand, a chest of drawers, and a desk and chair.

Amy Heseltine (one living staff member, CR 1): Amy was dealing with paperwork late on Wednesday and decided to spend the night. She fell asleep and didn't wake up until after the summoning ritual. She immediately realized the ritual had gone horribly wrong. She knows Department-7 will send someone to check on her when she doesn't check in. She believes O.R. will burn the facility to the ground without checking for survivors in order to control the situation, and prays Department-7's team arrives first. She has a blue-bordered executive pass card.

Treat Amy as a low-level crime lab technician if you need a stat block (see Chapter 8 of the *d20 Modern Roleplaying Game*), but replace Knowledge (technology) with Knowledge (arcane lore).

51. VP Quarters

This room holds a single bed, a nightstand, a chest of drawers, and a desk and chair.

52. VP Quarters

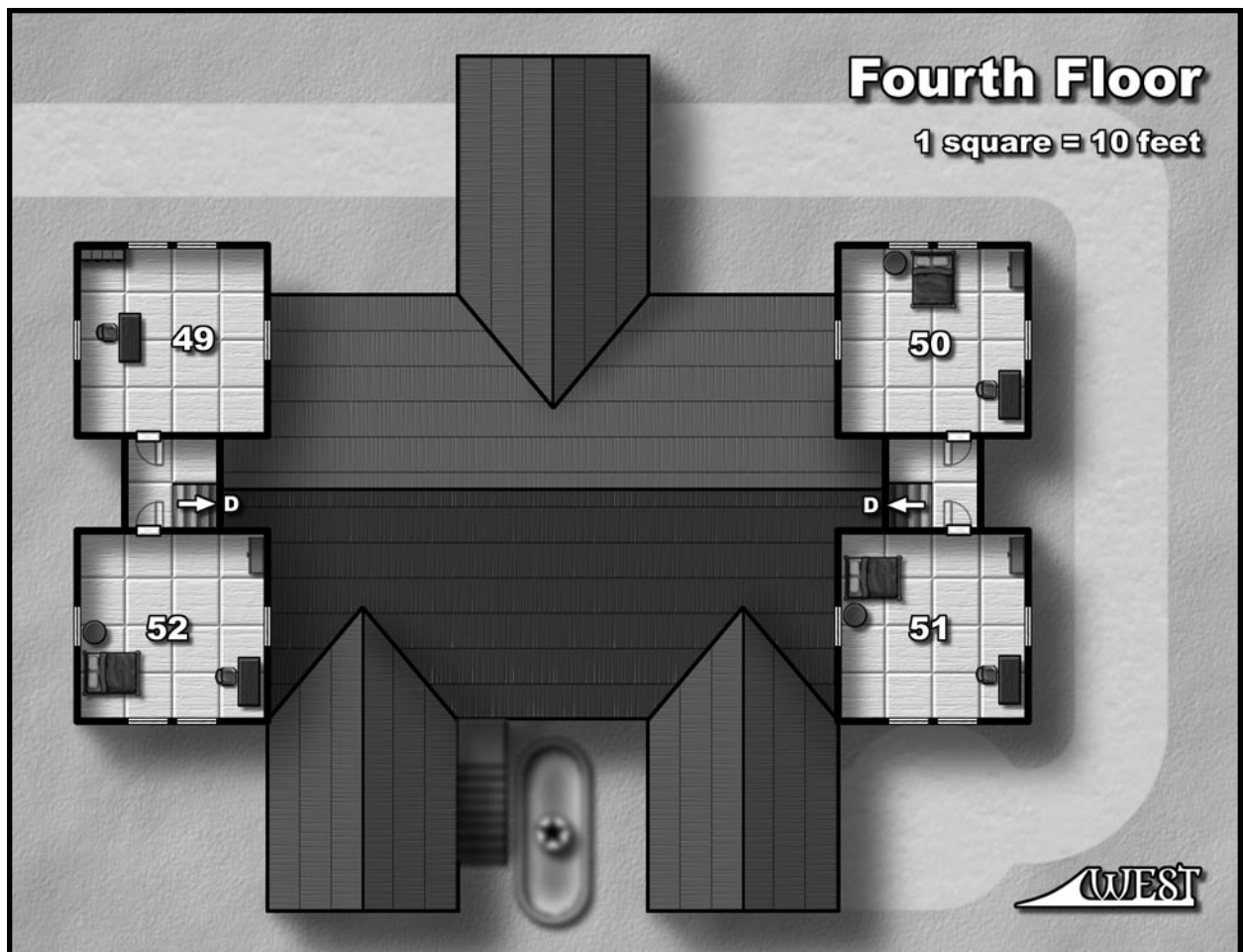
This room holds a single bed, a nightstand, a chest of drawers, and a desk and chair.

Concluding the Adventure

Ideally, the heroes destroy the reaper, defeat the zombies, and escape from the facility with Amy Heseltine. Any evidence of events in the facility they bring to Department-7 (such as security recordings, a still-functioning zombie, or photographs they took during the adventure) earns them kudos and proves they are ready

Hacking the Snake

It may occur to heroes that once access to the Internet is restored from primary security (21), they might be able to hack into O.R. mainframes, or just download information on arcane research carried out here in the facility. For rules, see *d20 Modern Roleplaying Game*, Chapter 2, Computer Use and Computer Hacking. Treat finding files as a Computer Use check (DC 15) that takes 2 rounds. Every round that heroes spend using the mansion's computers is another round closer to the arrival of O.R.'s cleaning crew (see *Concluding the Adventure*). O.R.'s computer security is exceptional, and the system administrators are online and alert. Heroes do not have enough time to hack O.R. and rescue Amy before the cleaning crew arrives.



for tougher assignments. As long as the heroes rescue Amy, they are on the Department's good side. Department-7 takes care of any legal or medical consequences of the adventure. Heroes won't stay in jail long, nor will they have to worry about medical bills.

If the heroes flee with Amy, the reaper eventually tries to leave the facility. It needs either Clint or Amy to drive while it hides under a blanket in back (it has a pretty good idea of what could happen if the general public became aware of its existence). Without a driver, the reaper will eventually overcome its fear of starlight and leave under cover of darkness. It will roam the country killing and raising animals and people wherever it feels it can cause the most chaos.

Abandoning Amy means heroes are in serious trouble with Department-7. Their supervisor stops returning their voice-mail and e-mail, and abandons them to their injuries and legal trouble.

If heroes spend more than a few hours in the facility, Ogdoad Research sends a cleaning crew to the facility. They arrive in an unmarked, nondescript moving truck. Their assignment is to kill everyone remaining in the inner compound, acquire all the security recordings, and destroy the mansion with fire and explosions.

Cleaning Crew

The cleaning crew knows nothing of the Infinite Serpents: They believe that they work for Ogdoad Research, as a kind of "secret security" team. They clean up situations that could mean trouble for their employer before those situations become public. If the situations do become public, they confuse the evidence to keep their employer's exposure to a minimum.

Additional Equipment

The cleaning crew arrives in a nondescript moving truck (see Vehicles in Chapter Four: Equipment of the *d20 Modern Roleplaying Game*). The back of the truck holds ten pounds of Semtex plastic explosives and ten radio-control detonators, six tear gas grenades, four smoke grenades, and six fragmentation grenades. The crew divides the explosives and grenades among the agents before exiting the truck. The truck holds a single HK PSG1 sniper rifle with an electro-optical scope and twenty 7.62mm cartridges. The crew will only use this if a situation occurs that could best be handled from great range. Additional equipment in the truck includes a deluxe electrical tool kit, a deluxe mechanical tool kit, a chemical kit, bolt cutters, two demolitions kits, a first aid kit, two fire extinguishers, 20 chemical light sticks, a flashlight

(battery flood), a GPS receiver, a map (road atlas), and 150 feet of rope.

Tactics

The crew parks the truck in the hills above the facility, in a place blocked from view by trees, rocks, or houses. Spotting the truck from the mansion requires a DC 30 Spot check. The crew examines the grounds through their binoculars and the sniper rifle's scope. One member stays with the truck and keeps the sniper rifle trained on the mansion. His responsibility is to protect the team from there, and to drive to a secondary extraction point if law enforcement or heroes start snooping around his location.

The rest of the crew move around the hills to a point where they cannot be seen from the grounds, and proceed to climb down. (Using knotted ropes and taking 10, they easily make the descent.) They then move to the nearest entrance, destroying or disabling security cameras as they go. If they encounter resistance from the mansion, they take cover and use smoke grenades to conceal their movement into the mansion. Once inside, they proceed to the ground floor, and go through every room making sure all opposition is dead. Once that is done they contact the agent in the truck, telling him to bring it onto the mansion grounds. They then plant explosives.

If you are strongly concerned that your heroes might overcome or circumvent the crew's defense of its van, you should rule the moving truck is booby-trapped (Search DC 30, Disable Device DC 20) with another ten pounds of Semtex. The cleaning crew knows to disable the trap before opening any doors or starting the vehicle. On the off-chance that 1st-level heroes manage to overcome the cleaning crew, the booby-trap should keep this equipment out of the hands of the heroes.

Developments

The Infinite Serpents can withstand the loss of the Aguas Mansion facility. Had it been particularly important to the Circle, the staff would have been more competent. If the heroes do not remove the security records, the cleaning crew turns them over to the Circle and the yuan-ti quickly discover the identity of the heroes. The yuan-ti are clever and patient, and prefer to watch the heroes, for now, in the hopes of finding the heroes' employer.

Further Adventures

Selling weapons or cars looted from the mansion on the black market leads to contact

with many unsavory and interesting people. For instance, heroes might make contact with a gang of gargoyles looking to buy weapons. What threatens gargoyles so much they need weapons to defend themselves?

Selling used cars when the previous owners died recently and the title of ownership doesn't stand up to close scrutiny could also lead to interesting introductions. For instance, heroes might meet a car salesman willing to buy their cars in return for their help with a personal problem. He thinks his wife has been cheating on him, but doesn't realize she's fallen prey to a vampire.

The kinds of collectors interested in the books from the private library (27) are likely to be ruthless individuals, twisted by their exposure to foul rituals and the alien geometries of other planes. Some may be willing to share their knowledge with heroes wishing to become arcane spellcasters. Others are likely to save themselves some money by sending servants, such as rotlords, minotaurs, or low-level werewolves to steal books from the heroes. They may themselves be monsters, perhaps even vampires, or they may be members of the Infinite Serpents.

Rewards

Heroes can walk away from this adventure quite heavily armed. *Come for the Reaping* abounds with submachine guns, assault rifles, tasers, tear gas grenades, body armor, gas masks, shotguns, and pistols. Heroes wishing to sell weapons for which they have no receipts and perhaps no licenses to purchase must do so on the black market. Making contacts with the underworld may lead to its own adventures.

Heroes can also leave with any number of mid-size sedans or economy cars from the driveway, the Mercedes E55 AMG luxury sedan, or the Hummer H2 (though they'll need to paint over the logos on the sides). With the exception of the Hummer and two of the cars (one belonging to Amy Heseltine and the other to Clint Castle), the owners are all dead and unlikely to file complaints with the police. Forging signatures on pink slips is a relatively easy way to acquire a vehicle. Once a hero appears to be the legal owner, she can sell a used car at will.

If the heroes make an effort to retrieve books from either library and sell them, give each hero in the group a +1 Wealth bonus. While the books in the private library are very valuable to a small group of arcane researchers, there are fewer of those books.

THREATS

Reaper (Fiend)

The reaper is a humanoid figure with two-foot long claws instead of hands. It has thumbs at the base of the claws, so it can pinch objects between the thumb and the claw. The claw is a hard, chitinous substance, like a lobster or crab claw. Reapers are a mottled gray color with burning yellow eyes that lack pupils. Their skin is tough and leathery, and appears shrunken to their bony frame. They do not wear clothing.

If the reaper is trapped in a room with the heroes, it turns its zombies loose on any intruders not overcome by its fear aura. It controls the six zombies and concentrates them on a single person. While they fight, the reaper tries to reach any intruders paralyzed by fear. If it can, it performs a coup de grace against them (see *d20 Modern Roleplaying Game*, Chapter 5, Coup de Grace) and then raises them from the dead to fight for it. If it cannot reach a paralyzed victim, or if there are none, the reaper works with the zombies to take down and raise an intruder. If intruders withdraw after an initial battle, the reaper immediately withdraws to another room.

Reaper: CR 3; Medium-size outsider; HD 2d8+2; hp 11; Mas 13; Init +0; Spd 30 ft.; Climb 20 ft.; Defense 19, touch 10, flat-footed 19 (+9 natural); BAB +2; Grap +4; Atk +4 melee (1d6+3 claw); Full Atk +4 melee (1d6+3 claw); FS 5 ft. by 5 ft.; Reach 5 ft.; SA create undead, fear aura; SQ darkvision 60 ft., immune to cold damage, electricity resistance

20, acid resistance 10; telepathy; AL chaos, evil; SV Fort +4, Ref +3, Will +4; Str 14, Dex 11, Con 13, Int 17, Wis 12, Cha 16.

Skills: Bluff +7, Concentration +5, Disguise +3, Hide +4, Move Silently +4, Sense Motive +5, Spot +3.

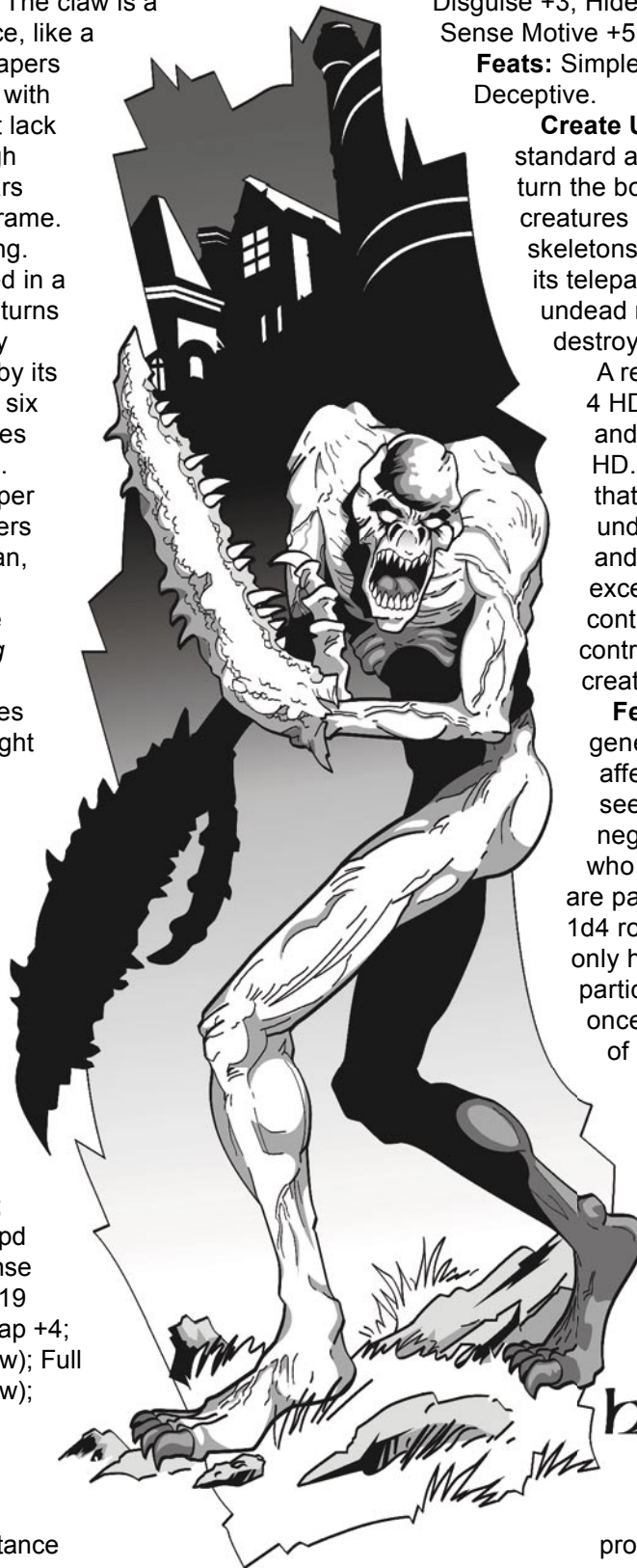
Feats: Simple Weapon Proficiency, Deceptive.

Create Undead (Sp): As a standard action, a reaper can turn the bones or bodies of dead creatures it touches into undead skeletons or zombies that follow its telepathic commands. The undead remain animated until destroyed.

A reaper can create up to 4 HD of undead at once, and can control up to 8 HD. If a reaper exceeds that number, newly created undead are under its control and it chooses which excess undead leave its control. A reaper can retake control of any undead it created as a standard action.

Fear Aura (Su): Reapers generate a fear aura that affects all creatures that see them (Will save negates, DC 14). Those who fail their saving throws are paralyzed with fear for 1d4 rounds. An individual only has to save against a particular reaper's fear aura once per day, regardless of how many times the individual sees that reaper. The fear aura only works if the creature sees the reaper directly. Windows do not protect from the effect, but mirrors, cameras, and night-vision goggles do.

Telepathy (Su): A reaper can communicate with any creature within 100 feet, provided that creature



has a language. In addition, a reaper's telepathy allows it to locate any of its undead spawn within 100 feet. This knowledge only provides rough position and the spawn's general physical state (active or resting, damaged or whole). It also allows the reaper to control that spawn and issue it commands.

Weaknesses: Moderate (Will save, DC 15) aversion to starlight (–2 morale penalty on attack rolls, damage rolls, and skill checks; lasts for 1d4 rounds after leaving area); a pint of alcohol (Fortitude save, DC 10) causes it to lose 50% of its hit points (a splash does 1 point of damage). See Creature Weaknesses in Chapter 8: Friends and Foes in the *d20 Modern Roleplaying Game*.

Belongings: The reaper has Clint Castle's red-bordered security pass card.

Zombies

The zombies use entries from Chapter 8 of the *d20 Modern Roleplaying Game* with the zombie template from the same chapter applied to them. Guard dogs are zombie versions of the dog entry. Zombie security personnel are zombie versions of low-level police officers (Strong Ordinary 1/ Dedicated Ordinary 1) with different body armor. Zombie staff members are zombie versions of the low-level crime lab technician (Smart Ordinary 1/ Dedicated Ordinary 1). Zombies don't use weapons, even if they are still armed. Also, they are unaffected by the wounds that killed the people from which they were made, no matter how gruesome the wound.

Zombie Dog: CR 1/4; Small undead; HD 1d12+3; hp 16; Mas —; Init +2; Spd 40 ft.; Defense 14, touch 13, flat-footed 12 (+1 size, +1 natural armor, +2 Dex); BAB +0; Grap –3; Atk +3 melee (1d4+3 bite), or +3 melee (1d4+2 slam); Full Atk +3 melee (1d4 +3 bite), –2 melee (1d4+2 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Undead traits, scent, move or attack only; AL creator; SV Fort +0, Ref +3, Will +4; AP 0; Rep +0; Str 15, Dex 15, Con —, Int —, Wis 10, Cha 1.

Skills: Survival +0 (+4 when tracking by scent), Jump +4.

Feats: Toughness.

Scent (Ex): Detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Skill Bonus: Dogs gain a +2 species bonus on Jump checks (already added in). Dogs also gain a +4 species bonus on Survival checks when tracking by scent.

Undead Traits: 60-foot darkvision; low-light vision; immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain,

or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.

Zombie Security Personnel:

CR 1/2; Medium-size undead; HD 2d12+3 (Toughness); hp 16; Mas —; Init –1; Spd 30 ft.; Defense 13, touch 10, flat-footed 13 (+2 natural, +1 light undercover shirt); BAB +0; Grap +3; Atk +3 melee (1d6+3 slam); Full Atk +3 melee (1d6+3 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Undead, move or attack action only; AL creator; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Undead Traits: 60-foot darkvision; low-light vision; immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.

Belongings: Security guard uniform, light undercover shirt, taser, Beretta 92F 9mm pistol, one spare magazine, professional walkie-talkie, red-bordered security pass card.

Zombie Staff Members: CR 1/2; Medium-size undead; HD 2d12+3 (Toughness); hp 16; Mas —; Init –1; Spd 30 ft.; Defense 12, touch 10, flat-footed 12 (+2 natural); BAB +0; Grap +0; Atk +0 melee (1d6 slam); Full Atk +0 melee (1d6 slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ Undead, move or attack action only; AL creator; SV Fort +0, Ref +0, Will +3; AP 0; Rep +0; Str 10, Dex 11, Con —, Int —, Wis 10, Cha 1.

Skills: None.

Feats: Toughness.

Undead Traits: 60-foot darkvision; low-light vision; immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.

Belongings: See encounters.

Flesh-eating Zombies

The stat blocks provided for zombies use the official template provided in the *d20 Modern Roleplaying Game*. This provides them with a slam attack in addition to any natural weapon, such as the zombie dogs' bite attacks. However, you may wish to provide your players with adversaries that feel more like the modern cinematic version of zombies: flesh eaters.

If this is your preference, remove the slam attack from the human zombies. They attack by grappling opponents. Any zombie involved in a grapple with live prey uses its next action to attempt to damage its opponent, specifically by biting the grappled opponent. Doing so only deals 1d4+Str damage, meaning that grappling with a lone zombie isn't a terribly dire situation for a relatively strong character.

The real danger comes from the fact that a grappled character cannot move unless he first escapes from the grapple. So if there are other zombies about that can reach the character before he escapes, he may find himself grappled—and bitten—by up to four zombies every round.

The Crew

The crew is composed of a leader, and a number of agents equal to the number of heroes, plus one. The total size of the crew should be two greater than the number of heroes.

Leader (Tough Ordinary3/Smart Ordinary 3/Charismatic Ordinary 2): CR 7; Medium-size human; HD 3d10+9 plus 3d6+9 plus 2d6+6; hp 62; Mas 16; Init +1; Spd 30 ft.; Defense 18, touch 14, flat-footed 17 (+1 Dex, +5 class, +2 light undercover shirt); BAB +4; Grap +5; Atk +6 ranged (2d6, Glock 20), or +5 ranged (2d6, HK MP5K), or +5 melee (1d4+1, pistol whip); Full Atk +5 ranged (2d6, Glock 20), or +5 ranged (2d6, HK MP5K), or +5 melee (1d4+1, pistol whip); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ogdoad Research; SV Fort +8, Ref +5, Will +3; AP 0; Rep +4; Str 12, Dex 13, Con 16, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Navigate, Pilot).

Skills: Bluff +8, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Diplomacy +4, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +8, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +5, Pilot +5, Profession +5, Read/Write English, Read/Write German, Read/Write Portuguese, Read/Write Spanish, Repair +4, Research +5, Search +4, Speak English, Speak German, Speak Portuguese, Speak Spanish.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, HK MP5K (9mm submachine gun) with laser sight and suppressor, Glock 20 (10mm autoloader) with illuminator and suppressor, pistol box magazine (loaded), 20 spare 10mm cartridges, two submachine gun box magazines (loaded), 5 spare 9mm cartridges, concealed carry holster, casual

clothes, overcoat, multipurpose tool, cell phone, walkie-talkie (professional), gas mask, mesh vest, electro-optical binoculars.

Agent (Tough Ordinary3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d10+9 plus 3d6+9 plus 2d6+6; hp 39; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 14, flat-footed 15 (+1 Dex, +3 class, +2 light undercover shirt); BAB +3; Grap +4; Atk +5 ranged (2d6, Glock 20), or +4 ranged (2d6, HK MP5K), or +4 melee (1d4+1, pistol whip); Full Atk +5 ranged (2d6, Glock 20), or +4 ranged (2d6, HK MP5K), or +4 melee (1d4+1, pistol whip); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Ogdoad Research; SV Fort +5, Ref +3, Will +3; AP 0; Rep +2; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Navigate, Pilot).

Skills: Bluff +3, Computer Use +5, Craft (chemical) +7, Craft (electronic) +7, Craft (mechanical) +7, Craft (structural) +7, Demolitions +6, Disguise +3, Drive +4, Forgery +6, Gather Information +1, Intimidate +3, Knowledge (current events) +6, Knowledge (tactics) +5, Knowledge (technology) +6, Knowledge (theology and philosophy) +4, Navigate +4, Pilot +4, Profession +4, Read/Write English, Read/Write German, Read/Write Portuguese, Read/Write Spanish, Repair +4, Research +5, Search +4, Speak English, Speak German, Speak Portuguese, Speak Spanish.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Possessions: Light undercover shirt, HK MP5K (9mm submachine gun) with laser sight and suppressor, Glock 20 (10mm autoloader) with illuminator and suppressor, pistol box magazine (loaded), 20 spare 10mm cartridges, two submachine gun box magazines (loaded), 5 spare 9mm cartridges, concealed carry holster, casual clothes, overcoat, multipurpose tool, cell phone, walkie-talkie (professional), gas mask, mesh vest, electro-optical binoculars.

Brett Thorn

STR

DEX

CON

INT

WIS

CHA

Strong 1

1

1

1

1

1

1

age

gender

height

weight

eyes

hair

skin

18

M

5'10"

170

blue

black

tan

player name

experience points

our level

Adventurer

0

1

abilities

STR

DEX

CON

INT

WIS

CHA

15

10

14

8

13

12

strength

defense

constitution

intelligence

wisdom

charisma

15

10

14

8

13

12

ability modifier

ability modifier

ability modifier

ability modifier

ability modifier

ability modifier

+2

+0

+2

-1

+1

+1

hit points

defense

initiative

speed

armor penalty

10

10

10

30

0

current hit points

class points

base points

base points

base points

10

10

10

10

10

reputation

action points

wealth bonus

+0

5

+0

[illegible][illegible][illegible]

Characters

Come for the Reaping includes six pre-generated characters, one representing each base class in the *d20 Modern Roleplaying Game*. In addition, a full-page blank version of this single-page character record sheet is found at the end of this book.

Kent Auburn

Character name

Tough 1

Class/levels

1

Char level

experience points

Blue Collar

occupation

age

gender

height

weight

eyes

hair

skin

abilities

STR 13

DEX 14

CON 15

INT 12

WIS 10

CHA 8

HIT POINTS 12

DEFENSE 14

INITIATIVE 12

SPEED 30

ARMOR PENALTY 0

REPUTATION ACTION POINTS 5

WEALTH BONUS -0



Nathaniel Oakbridge

Character name

Smart 1

Class/levels

1

Char level

experience points

Investigative

occupation

age

gender

height

weight

eyes

hair

skin

abilities

STR 10

DEX 12

CON 15

INT 13

WIS 8

CHA 14

HIT POINTS 8

DEFENSE 13

INITIATIVE 11

SPEED 30

ARMOR PENALTY 0

REPUTATION ACTION POINTS 5

WEALTH BONUS +2



SPRING THROUS

TOTAL

MELEE RANGED

UNARMED STRIKE

MELEE WEAPON

RANGED WEAPON

FEATS/TALENTS/SPECIAL ABILITIES

GEAR

LANGUAGE

English

R/W7

SPRING THROUS

TOTAL

MELEE RANGED

UNARMED STRIKE

MELEE WEAPON

RANGED WEAPON

FEATS/TALENTS/SPECIAL ABILITIES

GEAR

LANGUAGE


English

R/W7


[illegible]

Initiative Cards


Keeping track of initiative in games using the *d20 System* can get complicated. Every GM has a method that he or she favors, but which sometimes lacks in versatility or utility. These Initiative Cards provide GMs both with an easy way to keep track of initiative and a handy reference for all the sorts of information a GM sometimes needs during a game session. For more complete information on Initiative Cards, visit The Game Mechanics' website and download the full initiative card package (<http://www.thegamemechanics.com/freebies/>).

NAME		RACE		INIT	
Zombie Dog				+2	
DEF	BASE 14	TCH 13	FLT 12	CLASS/LEVEL	
STR	15	INT	—	FORT +0	SPD 40
DEX	15	WIS	10	REF +3	GRAP -3 VIS dark 60, low
CON	—	CHA	1	WILL +4	
					
Skills					
Survival		+0*			
Jump		+4			
Attack (#) Bonus Type Damage					
Bite		+3		M 1d4+3	
Slam		+3		M 1d4+2	
HP/AP					
16/0					
Special/Notes Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.					
*+4 (species) to Survival when tracking by scent.					
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UNCONSCIOUS

NAME		RACE		INIT	
Zombie Security Personnel				-1	
DEF	BASE 13	TCH 10	FLT 13	CLASS/LEVEL	
STR	10	INT	—	FORT +0	SPD 30
DEX	11	WIS	10	REF +0	GRAP +3 VIS dark 60, low
CON	—	CHA	1	WILL +3	
					
Skills					
Attack (#) Bonus Type Damage					
Slam		+3		M 1d6+3	
HP/AP					
16/0					
Special/Notes Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.					
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UNCONSCIOUS

NAME		RACE		INIT	
Zombie Staff Member				-1	
DEF	BASE 12	TCH 10	FLT 12	CLASS/LEVEL	
STR	10	INT	—	FORT +0	SPD 30
DEX	11	WIS	10	REF +0	GRAP 0 VIS dark 60, low
CON	—	CHA	1	WILL +3	
					
Skills					
Attack (#) Bonus Type Damage					
Slam		+0		M 1d6	
HP/AP					
16/0					
Special/Notes Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, necromantic effects, and mind-affecting effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or effects of massive damage. Only healed by negative energy. Destroyed at 0 hp. Cannot be raised.					
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UNCONSCIOUS

NAME		RACE		INIT	
Reaper (Fiend)				+0	
DEF	BASE 19	TCH 10	FLT 19	CLASS/LEVEL	
STR	14	INT	17	FORT +4	SPD 30, climb 20
DEX	11	WIS	12	REF +3	GRAP +4 VIS
CON	13	CHA	16	WILL +4	
					
Skills					
Bluff		+7		Disguise +3 S. Motive +5	
Conc.		+5		Mv. Silent +4 Spot +3	
Attack (#) Bonus Type Damage					
Slam		+3		M 1d6+3	
HP/AP					
11/0					
Special/Notes Feats: Simple Weapon Proficiency, Deceptive. Immune to cold damage, electricity resistance 20, acid resistance 10; telepathy					
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DELAY or READY	NAME <u>Crew Leader</u> RACE <u> </u> INIT <u>+1</u>									
	DEF	BASE 18	TCH 14	FLT 17	TMP	CLASS/LEVEL <u>TO 3/SmO 3/CO 2</u>				
	STR	12	INT	15	FORT	+8	SPD	30		
	DEX	13	WIS	10	REF	+5	GRAP	+5	VIS	dark 60*
	CON	16	CHA	8	WILL	+3	THE GAME MECHANICS			
Skills Bluff..... +8 Demo..... +6 Intimidate..... +8 Comp. Use +5 Diplomacy +4 Search..... +4										
Attack (#) Bonus Type Damage Glock 20 +6 R/B 2d6 HK MP5K +5 R/B 2d6 Pistol Whip +5 M/B 1d4+1										
HP/AP 62/0										
Special/Notes *Electro-optical binoculars. HK MP5K has laser sight & suppressor. Glock 20 has illuminator and suppressor. Extra pistol box magazine, loaded. 5 spare 9mm cartridges, 20 spare 10mm cartridges. Speaks English (r/w), German, Portuguese, Spanish.										

DELAY or READY	NAME <u>Crew Agent</u> RACE <u> </u> INIT <u>+1</u>									
	DEF	BASE 12	TCH 12	FLT 11	TMP	CLASS/LEVEL <u>TO 3/SmO 3</u>				
	STR	12	INT	15	FORT	+5	SPD	30		
	DEX	13	WIS	10	REF	+3	GRAP	+4	VIS	dark 60*
	CON	15	CHA	8	WILL	+3	THE GAME MECHANICS			
Skills Comp. Use +6 Treat Inj. +6 Search..... +6										
Attack (#) Bonus Type Damage Glock 20 +5 R/B 2d6 HK MP5K +5 R/B 2d6 Pistol Whip +4 M/B 1d4+1										
HP/AP 39/0										
Special/Notes *Electro-optical binoculars. HK MP5K has laser sight & suppressor. Glock 20 has illuminator and suppressor. Extra pistol box magazine, loaded. 5 spare 9mm cartridges, 20 spare 10mm cartridges. Speaks English (r/w), German, Portuguese, Spanish.										

DELAY or READY	NAME <u>Clint Castle</u> RACE <u> </u> INIT <u>+1</u>									
	DEF	BASE 15	TCH 13	FLT 14	TMP	CLASS/LEVEL <u>StO 1/DO 1</u>				
	STR	15	INT	10	FORT	+3	SPD	30		
	DEX	12	WIS	14	REF	+1	GRAP	+3	VIS	
	CON	13	CHA	8	WILL	+3	THE GAME MECHANICS			
Skills Climb..... +4 Intimidate +1 Spot..... +4 Drive..... +3 S. Motive +4 Treat Inj. +3										
Attack (#) Bonus Type Damage 										
HP/AP 10/0										
Special/Notes Speaks English (r/w).										

DELAY or READY	NAME <u>Amy Heseltine</u> RACE <u> </u> INIT <u>+1</u>									
	DEF	BASE 12	TCH 12	FLT 11	TMP	CLASS/LEVEL <u>SmO 1/DO 1</u>				
	STR	8	INT	15	FORT	+1	SPD	30		
	DEX	13	WIS	14	REF	+1	GRAP	-1	VIS	dark 60*
	CON	10	CHA	12	WILL	+4	THE GAME MECHANICS			
Skills Comp. Use +6 Treat Inj. +6 Search..... +6										
Attack (#) Bonus Type Damage 										
HP/AP 7/0										
Special/Notes Speaks English (r/w), German, Spanish.										

Monster Cards

The cards on pages 24-25 are monster cards, designed to hold the information a GM needs most for each NPC in combat.

Character Cards

Character cards are different from monster cards because much of the combat information on a monster card is tracked by individual players on their character sheets. However, character cards include space for those skills for which the GM needs to make skill checks on the player's behalf. Full character sheets for these pre-generated characters are provided in the previous section.

NAME		RACE		INIT	
Brett Thorn				+0	
DEF		BASE	TCH	FLT	TMP
12		11	11		
CLASS/LEVEL		Strong 1			
STR	15	INT	18	FORT	+3
DEX	10	WIS	13	REF	+0
CON	14	CHA	12	WILL	+1
SPD		30			
VIS					
					
Skills					
Bluff	+1	Move Silently	+0		
Diplomacy	+1	Search	-1		
Hide	+0	Sense Motive	+1		
Listen	+1	Spot	+1		
Languages					
English (r/w)					
Special/Notes Brawl.					
					
UNCONSCIOUS					

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NAME		RACE		INIT	
Jade Yamazaki				+2	
DEF		BASE	TCH	FLT	TMP
12		10	12		
CLASS/LEVEL		Fast 1			
STR	10	INT	12	FORT	+2
DEX	15	WIS	13	REF	+3
CON	14	CHA	8	WILL	+1
SPD		30			
VIS					
					
Skills					
Bluff	-1	Move Silently	+7		
Diplomacy	-1	Search	+1		
Hide	+7	Sense Motive	+1		
Listen	+1	Spot	+1		
Languages					
English (r/w)					
Special/Notes					
					
UNCONSCIOUS					

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NAME		RACE		INIT	
Kent Auburn				+2	
DEF		BASE	TCH	FLT	TMP
14		12	12		
CLASS/LEVEL		Tough 1			
STR	13	INT	12	FORT	+3
DEX	14	WIS	10	REF	+2
CON	15	CHA	8	WILL	+0
SPD		30			
VIS					
					
Skills					
Bluff	-1	Move Silently	+2		
Diplomacy	-1	Search	+1		
Hide	+2	Sense Motive	+0		
Listen	+0	Spot	+0		
Languages					
English (r/w)					
Special/Notes					
					
UNCONSCIOUS					

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NAME		RACE		INIT	
Nathaniel Oakbridge				+1	
DEF		BASE	TCH	FLT	TMP
14		12	12		
CLASS/LEVEL		Smart 1			
STR	10	INT	13	FORT	+2
DEX	12	WIS	8	REF	+1
CON	15	CHA	14	WILL	+0
SPD		30			
VIS					
					
Skills					
Bluff	+2	Move Silently	+1		
Diplomacy	+2	Search	+5		
Hide	+1	Sense Motive	+1		
Listen	-1	Spot	-1		
Languages					
English (r/w)					
Special/Notes					
					
UNCONSCIOUS					

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DELAY or READY	NAME		RACE		INIT	
	Maggie Johansson				+2	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	14	12	12			Dedicated 1
	STR	8	INT	13	FORT	+3
DEX	14	WIS	12	REF	+2	SPD
CON	15	CHA	10	WILL	+2	30
						
Skills						
Bluff	+0	Move Silently..	+2	
Diplomacy..	+0	Search.....	+1	
Hide	+2	Sense Motive..	+1	
Listen	+5	Spot.....	+5	
Languages						
English (r/w)						
Special/Notes						
						

DELAY or READY	NAME		RACE		INIT	
	Joey Hallett				+1	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	13	11	12			Charismatic 1
	STR	10	INT	8	FORT	+3
DEX	12	WIS	13	REF	+2	SPD
CON	15	CHA	14	WILL	+1	30
						
Skills						
Bluff	+8	Move Silently..	+1	
Diplomacy..	+8	Search.....	-1	
Hide	+1	Sense Motive..	+1	
Listen	+1	Spot.....	+1	
Languages						
English (r/w)						
Special/Notes						
						

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DELAY or READY	NAME		RACE		INIT	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	
DEX		WIS		REF		SPD
CON		CHA		WILL		
						
Skills						
Bluff		Move Silently..		
Diplomacy..		Search.....		
Hide		Sense Motive..		
Listen		Spot.....		
Languages						
Special/Notes						
						



DELAY or READY	NAME		RACE		INIT	
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	
DEX		WIS		REF		SPD
CON		CHA		WILL		
						
Skills						
Bluff		Move Silently..		
Diplomacy..		Search.....		
Hide		Sense Motive..		
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Blank Character Cards



These blank character cards can be used if your group decides not to use the pre-generated characters provided in *Come for the Reaping*. Alternatively, you can use them to record the new stats for the pre-generated characters should they go up in level.

DELAY or READY	NAME _____				RACE _____	INIT _____
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD		
	DEX	WIS	REF	VIS		
	CON	CHA	WILL			
Skills Bluff <input type="text"/> Move Silently.. <input type="text"/> <input type="text"/> Diplomacy.. <input type="text"/> Search..... <input type="text"/> <input type="text"/> Hide <input type="text"/> Sense Motive... <input type="text"/> <input type="text"/> Listen <input type="text"/> Spot..... <input type="text"/> <input type="text"/>						
Languages						
Special/Notes						
						
UNCONSCIOUS						



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DELAY or READY	NAME _____				RACE _____	INIT _____
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD		
	DEX	WIS	REF	VIS		
	CON	CHA	WILL			
Skills Bluff <input type="text"/> Move Silently.. <input type="text"/> <input type="text"/> Diplomacy.. <input type="text"/> Search..... <input type="text"/> <input type="text"/> Hide <input type="text"/> Sense Motive... <input type="text"/> <input type="text"/> Listen <input type="text"/> Spot..... <input type="text"/> <input type="text"/>						
Languages						
Special/Notes						
						
UNCONSCIOUS						

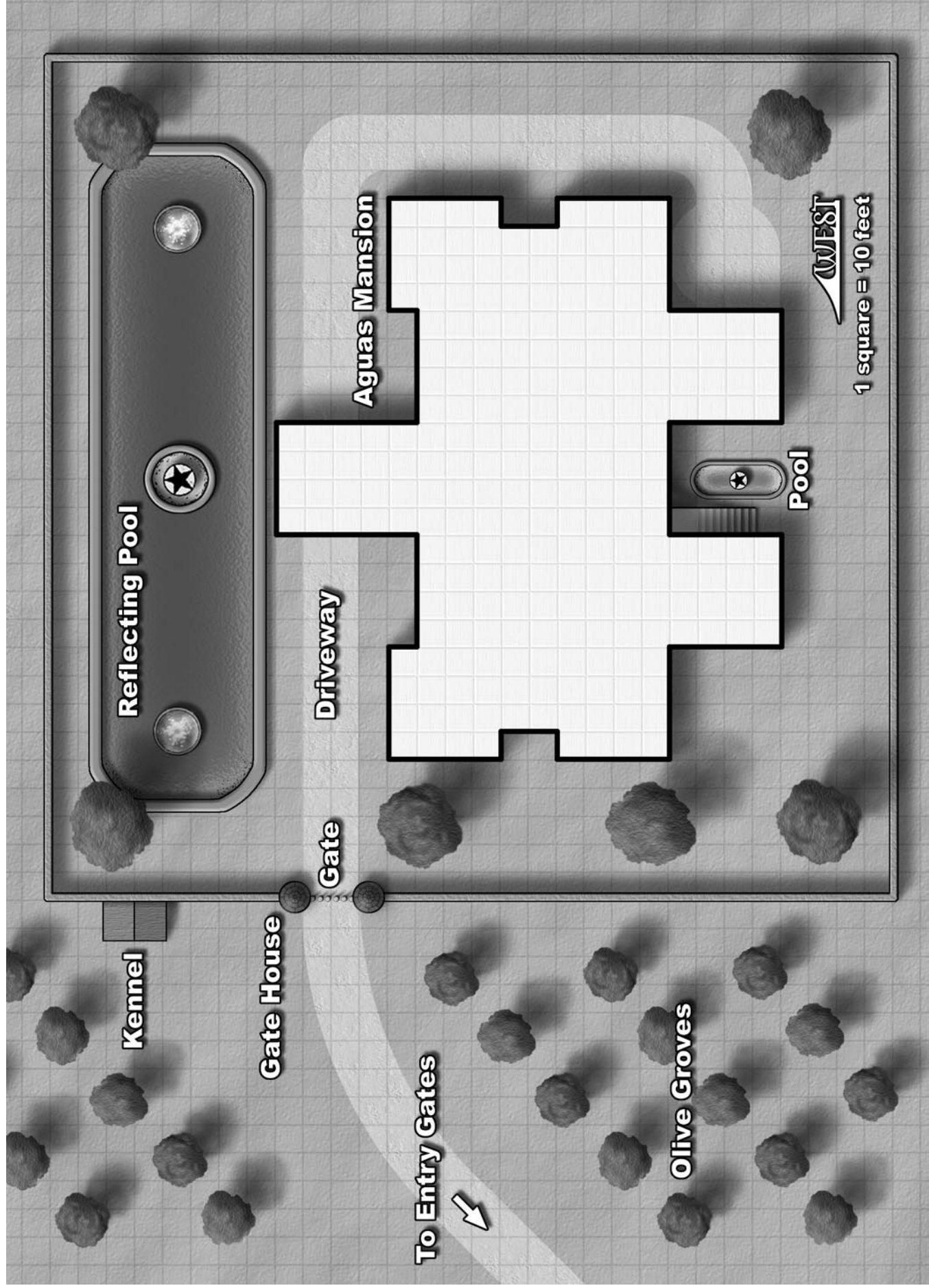
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DELAY or READY	NAME _____				RACE _____	INIT _____
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD		
	DEX	WIS	REF	VIS		
	CON	CHA	WILL			
Skills Bluff <input type="text"/> Move Silently.. <input type="text"/> <input type="text"/> Diplomacy.. <input type="text"/> Search..... <input type="text"/> <input type="text"/> Hide <input type="text"/> Sense Motive... <input type="text"/> <input type="text"/> Listen <input type="text"/> Spot..... <input type="text"/> <input type="text"/>						
Languages						
Special/Notes						
						
UNCONSCIOUS						

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DELAY or READY	NAME _____				RACE _____	INIT _____
	DEF	BASE	TCH	FLT	TMP	CLASS/LEVEL _____
	STR	INT	FORT	SPD		
	DEX	WIS	REF	VIS		
	CON	CHA	WILL			
Skills Bluff <input type="text"/> Move Silently.. <input type="text"/> <input type="text"/> Diplomacy.. <input type="text"/> Search..... <input type="text"/> <input type="text"/> Hide <input type="text"/> Sense Motive... <input type="text"/> <input type="text"/> Listen <input type="text"/> Spot..... <input type="text"/> <input type="text"/>						
Languages						
Special/Notes						
						
UNCONSCIOUS						

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Player Map

character name _____ player name _____

classes/levels _____ char level _____ experience points _____ occupation _____

age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

ABILITIES

	ability score	ability modifier	temporary score	temporary modifier
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HIT POINTS TOTAL _____ current hit points _____

DEFENSE TOTAL _____ = 10 + _____ class bonus + _____ equipment bonus + _____ dex modifier + _____ size modifier + _____ misc. modifier

INITIATIVE TOTAL _____ = _____ dex modifier + _____ misc. modifier

SPEED _____

ARMOR PENALTY _____

REPUTATION _____

ACTION POINTS _____

WEALTH BONUS _____



ALLEGIANCES

SAVING THROWS

	TOTAL
FORTITUDE (constitution)	_____
REFLEX (dexterity)	_____
WILL (wisdom)	_____

base save _____ ability modifier _____ misc. modifier _____

base save _____ ability modifier _____ misc. modifier _____

base save _____ ability modifier _____ misc. modifier _____



ATTACKS

	TOTAL
MELEE (strength)	_____
RANGED (dexterity)	_____

base attack bonus _____ ability modifier _____ size modifier _____ misc. modifier _____

base attack bonus _____ ability modifier _____ size modifier _____ misc. modifier _____

UNARMED STRIKE

attack bonus	damage	critical	type	special properties
_____	_____	_____	_____	_____

MELEE WEAPON

weapon name	attack bonus	damage	critical	type
_____	_____	_____	_____	_____

size _____ special properties _____

RANGED WEAPON

weapon name	attack bonus	damage	critical	type
_____	_____	_____	_____	_____

range _____ size _____ special properties _____

AMMO _____

RANGED WEAPON

weapon name	attack bonus	damage	critical	type
_____	_____	_____	_____	_____

range _____ size _____ special properties _____

AMMO _____

FEATS/TALENTS/SPECIAL ABILITIES

ability	page	ability	page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GEAR

item	page	wt.	item	page	wt.
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

LB.	LB.	LB.	LB.	LB.	LB.
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

TOTAL WEIGHT CARRIED: _____

class skill	SKILL NAME	key ability	SKILL MODIFIER	ability modifier	RANKS	misc. modifier
<input type="checkbox"/>	Balance	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Bluff	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Climb	Str	_____	_____	_____	_____
<input type="checkbox"/>	Computer Use	Int	_____	_____	_____	_____
<input type="checkbox"/>	Concentration	Con	_____	_____	_____	_____
<input type="checkbox"/>	Craft (_____)	Int	_____	_____	_____	_____
<input type="checkbox"/>	Craft (_____)	Int	_____	_____	_____	_____
<input type="checkbox"/>	Craft (_____)	Int	_____	_____	_____	_____
<input type="checkbox"/>	Decipher Script	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Demolitions	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Diplomacy	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Disable Device	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Disguise	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Drive	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Escape Artist	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Forgery	Int	_____	_____	_____	_____
<input type="checkbox"/>	Gamble	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Gather Information	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Handle Animal	Cha*	_____	_____	_____	_____
<input type="checkbox"/>	Hide	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Intimidate	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Investigate	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Jump	Str	_____	_____	_____	_____
<input type="checkbox"/>	Knowledge (_____)	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Knowledge (_____)	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Knowledge (_____)	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Listen	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Move Silently	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Navigate	Int	_____	_____	_____	_____
<input type="checkbox"/>	Perform (_____)	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Perform (_____)	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Perform (_____)	Cha	_____	_____	_____	_____
<input type="checkbox"/>	Pilot	Dex*	_____	_____	_____	_____
<input type="checkbox"/>	Profession	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Repair	Int*	_____	_____	_____	_____
<input type="checkbox"/>	Research	Int	_____	_____	_____	_____
<input type="checkbox"/>	Ride	Dex	_____	_____	_____	_____
<input type="checkbox"/>	Search	Int	_____	_____	_____	_____
<input type="checkbox"/>	Sense Motive	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Sleight of Hand	Dex*	_____	_____	_____	_____
<input type="checkbox"/>	Spot	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Survival	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Swim	Str	_____	_____	_____	_____
<input type="checkbox"/>	Treat Injury	Wis	_____	_____	_____	_____
<input type="checkbox"/>	Tumble	Dex*	_____	_____	_____	_____
<input type="checkbox"/>	Speak Language	—	_____	_____	_____	_____
<input type="checkbox"/>	Read/Write Language	—	_____	_____	_____	_____

* Can't be used untrained. † ARMOR PENALTY applies.

LANGUAGE

R/W? LANGUAGE

R/W?

_____	_____	_____
_____	_____	_____

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